

Great Battles of Hannibal

Manual



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Introduction

The *Great Battles of Hannibal* is the second volume in the *Great Battles* series. It chronicles and simulates the emergence of the Roman military system and its clashes with—and eventual victories over—the Macedonian system.

The Macedonian system relied on an effective use of combined arms, anchored by the strength of the phalanx and spearheaded by the shock ability of heavy cavalry. In comparison, the Roman manipular legion placed a premium on training and discipline to produce a remarkable tactical flexibility, backed by the defensive ability of the Roman *scutum* to neutralize the spear and by the added killing ability of the infamous Roman sword.

However, in terms of military history and the art of war, Rome remained a minor but dangerous military power until the emergence of her first great military mind: Scipio Africanus. Scipio was the first commander to make maximum use of the articulated capabilities of the legion, to understand the importance of cavalry superiority, and, most importantly, to break out of the stagnant, break-the-enemy-center tactical thinking of the prior two centuries.

Rome was vulnerable to a combined arms army, especially one well equipped and well led. Hannibal brought both of these factors to bear on the Romans, and the result was Cannae. The Carthaginian army that fought in Italy succeeded tactically, but it failed operationally and strategically.

Hannibal was able to win an unbroken string of battlefield victories until Zama, but he could not defeat Rome. He failed operationally because the Roman navy denied Carthage command of the sea, which hampered Hannibal's ability to maintain the size and quality of his army. He also failed operationally because he was unable to conduct a successful siege of Rome and win the war. He failed strategically

because he was unable to create the kinds of defections among Rome's Southern Greek allies that his strategy was predicated upon. In the end, his inability to solve these problems and the destruction of his overland reinforcements at the Battle of the Metaurus led to his withdrawal from Italy.

At Zama, Rome resolved the tactical problems that had plagued their forces in Italy. They were led by Scipio Africanus, who had removed their deficiency in cavalry by enlisting the defecting Numidian cavalry. The resulting Roman victory at Zama metamorphosed the city state into a world-class power.

Like that of the Romans, the Macedonian tactical system had changed, and the phalanx had become the primary shock arm instead of the Macedonian cavalry. The Battle of Cynoscephalae pitted two armies of similar philosophy against each other. The primary difference was the armament of the opposing infantry battlelines. The extra-length *sarissa* used by Phillip V's army, around 21 feet long, was a replacement for the 14-to-18-foot *sarissa* from earlier times. This extra reach presented problems for the Roman sword-armed infantry, as witnessed by the Roman left flank yielding to this tactical system at Cynoscephalae. Phillip V's battleline, however, was very unwieldy, especially over rough ground. In the final analysis, Phillip V, although a competent general, was no Alexander. The new phalanx's extreme flank vulnerability in rough terrain won the Second Macedonian War for Rome.

While not an overly difficult game to learn or understand, the *Great Battles of Hannibal* uses a tactical system that rewards those who know what their soldiers can do and how to exploit the capabilities of even the worst of them. Because warfare evolved from the previous Alexandrian era and became infinitely more complex, the game rules reflect that increased complexity, albeit only slightly. If you calmly blunder into battle with a "let's see what happens here" attitude, you will be carried home on your shield in a remarkably short time.

Because of the unusual nature of warfare in this era as well as the specialized capabilities of the various units, we suggest that players—even those quite familiar with simulation gaming—read through the ["Quickstart" on page 13](#). The tutorial explains various tactical strategies, how to use the different types of weapons systems, and how to protect against them.

Remember: Watch your flanks.

Getting Started

System Requirements

To run the *Great Battles of Hannibal*, you need the following minimum system configuration:

- Pentium 90 MHz (Pentium 120 MHz or better recommended)
- 16 megabytes RAM (24 megabytes RAM recommended)
- 50 megabytes free hard disk space, plus space in the Windows swap file. The requirements are based on the amount of RAM your machine has:
 - 16 megabytes of RAM: 80 megabytes of swap space
 - 24 megabytes of RAM: 75 megabytes of swap space
 - 32 megabytes of RAM: 65 megabytes of swap space

NOTE: These amounts are upper limits and are only necessary when playing the larger battles and when the animations are checked in the preferences (see [page 30](#)).

- Windows 95
- SVGA or better video card
- Double-speed CD-ROM drive
- Mouse and driver
- Sound card

Installation

You must install the *Great Battles of Hannibal* on your hard drive. You cannot play the game directly from the CD-ROM.

There are two options for installation: Normal and Full. Both installations run the game well, but the more information you store on your hard drive, the faster the game will run.

The *Great Battles of Hannibal* is designed for Windows 95 and features an AutoPlay-enabled CD-ROM. AutoPlay simplifies installation of multimedia and gaming titles under Windows 95 by providing instant access to the most common options for a particular problem. An installation menu is displayed to guide you through the installation process.

If you prefer, you can install the *Great Battles of Hannibal* manually.

Select the *Start* icon, then *Settings*, then *Control Panel*. In the Control Panel window, double-click the *Add/Remove Programs* icon.

In the Install/Uninstall window, click *Install*. Insert the game CD into the CD-ROM drive. Click *Finish*.

Follow the instructions on the screen.

Modem Setup

To play multiplayer games via modem, make sure that your modem is installed properly, then configure certain optional settings for optimum performance. If necessary, connect and configure your modem following the manufacturer's instructions or the Windows 95 documentation.

Once you have configured your modem, you need to turn off data compression to ensure smooth play.

You can change these settings using the Control Panel.

NOTE: If you want to initiate a modem-based network game, you *must* use the Control Panel to change these settings.

To change your data compression settings, follow these instructions:

1. Open the Control Panel.

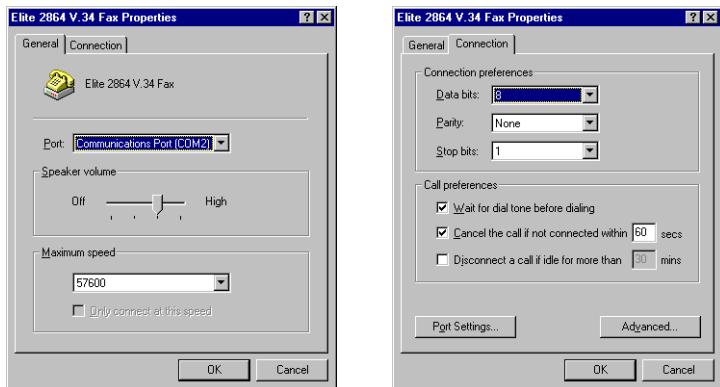
To do this, click the Windows 95 *Start* button, then select *Settings*, then *Control Panel*.

2. Double-click *Modems* to display the Modem Properties window.

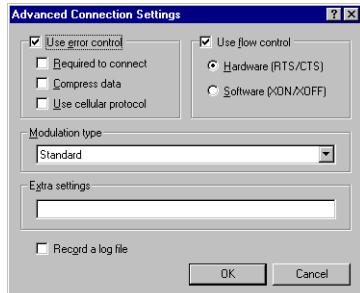
3. Select the modem whose settings you want to change.

4. Click the *Properties* button to display the Properties window for the selected modem.

NOTE: You can also display this window via the Great Battles of Hannibal modem dialing window.



5. Select the *Connection* tab.
6. Select the *Advanced* button.
7. Make sure that *Compress data* is **not** checked.
8. Select *Hardware* for flow control. The hardware control is usually the default.
9. Select *OK* to return to the Properties window and apply the new settings.
10. If the phone line quality is poor, your modem may not be able to establish a stable connection. If this happens, reinstate the *Use error control* check mark, but be sure to disable (remove the check mark for) data compression.



Quickstart

The Quickstart takes you through one round of the Battle of Bagradas, in North Africa, showing you the basics of unit movement and preparation for battle.

To start the tutorial, follow these steps:

1. From the opening window, click *Start Battle*. The Choose Scenario dialog box is displayed, showing a map with all the battle sites in the game.

2. From the Choose Scenario dialog box, click on the battle name *Bagradas*. A miniaturized picture of the battlefield and a brief description of the battle are displayed below the map.
3. Click *OK*. The Battle of Bagradas loads, and the Leader Control dialog box is displayed.
4. In this tutorial, you control both the Carthaginian and Roman armies. In the Leader Control dialog box, click the *Player* option for the Roman army. Then click *OK*. The Army Rout Level dialog box is displayed. Leave the settings as they are and click *OK*. The Battle of Bagradas begins.

The Running Commentary window is displayed in the bottom right corner. It shows instant results of reaction fire, missile volley, shock combat, and routed units. You can leave this window open to see what is occurring or toggle it off (and on) by pressing *Ctrl+C*.

In the Battle of Bagradas, there are four Carthaginian and nine Roman leaders. This tutorial concentrates solely on Hasdrubal and Antonius.

The map opens with the first active leader and his troops centered in the window, their flags raised and waving, and the leader's command range highlighted. The leaders become active in random order. Select the *Finish* button to finish the active leader until either Hasdrubal or Antonius is active.



Viewing the Battlefield



Use the zoom buttons in the toolbar (see ["Toolbar" on page 27](#)) to show the battlefield in three different views: zoom in, normal, and zoom out. The battlefield opens in normal view. You can choose any view and change it at any time. During shock combat (see [page 55](#)), the view zooms in so you can see the fighting. It returns to the previously selected zoom after combat.

Use the *Reverse View* button in the toolbar to rotate the view 180 degrees. This gives you another perspective of the battle and perhaps a better view of the situation.



Use the mouse to scroll the map by moving the cursor near a window edge. A golden arrow is displayed, and the view scrolls until it reaches the edge of the map, or until you move the cursor.

The Overview map (see [page 36](#)) in the top right corner shows the entire battlefield and armies in miniature. The rectangular viewfinder highlights the portion shown in the Landscape View. Move the viewfinder by clicking and dragging. The Landscape View map dynamically changes as the viewfinder is moved.



To center on the active leader, select the *Center on Leader* button from the toolbar.

The Status Bar



The status bar at the bottom of the screen has three parts:

- The left scroll, called the “flyby,” displays the hex number and elevation of the terrain. If there is a unit occupying that hex, the following information is displayed: unit name, type, troop quality (TQ), cohesion hits, and size. If the unit has missile capability, the type of missile, missiles remaining, maximum number of missiles, and missile range are also listed. Move your cursor over several units and leaders to see their different ratings.
- The middle scroll shows which leader is active, his initiative rating, and number of command orders possible.
- The right scroll shows which unit you have selected and some of the unit information found in the flyby. Use this scroll to compare a selected unit against units in the flyby.

Moving Units, Designating Shock Combat & Performing Missile Volley

Click several units within the leader’s command range to see which hexes highlight; this determines where each unit is allowed to move. Click the *Hex Grid On/Off* buttons on the toolbar to activate/deactivate the hex grid.



Hasdrubal

1. Select Carthage 9 (HC) in hex 2135. The unit’s statistical information is displayed in the right scroll, and in the flyby as you place your cursor over the unit. The movement allowance of Carthage 9 is displayed as highlighted hexes on the battlefield.
2. Take your cursor and pass it over V Cavalry in hex 2833; the cursor changes to a sword. The sword indicates that Carthage 9 can shock attack that unit.
3. Click on hex 2834 to instruct Carthage 9 to move there. Drusus, in hex 2933, performs an orderly withdrawal (see [page 50](#)). Had the Carthaginian unit had been an infantry unit approaching the Roman cavalry unit, the Roman cavalry may also have performed

an orderly withdrawal. V Cavalry, in hex 2833, may reface so that Carthage 9 is not approaching from its flank (see ["Facing" on page 50](#)).

4.  Click the *Rotate Counterclockwise* button to turn Carthage 9 once to their left. Pass your cursor over V Cavalry, and it changes into the sword icon, indicating that Carthage can perform a shock attack on that unit.
5. Select V Cavalry by clicking on it with the sword icon and a red arrow appears between Carthage 9 and V Cavalry. This indicates that these units are designated for shock combat; however, shock combat does not take place until the active leader is finished.
6.  Select the Iberia 3 (LI) unit in hex 2036. Click the *Backward Movement* button and watch the hexes highlight to the rear of the unit. Click on hex 1835; the unit moves backward, maintaining its facing.
7. Click on the Africa 9 (EL) unit in hex 2230. Move the cursor over the Roman units within Africa 9's movement allowance to see which units Africa 9 may attack. There is no flag waving on this unit, which indicates that it does not belong to Hasdrubal's Group. Hasdrubal may still command this unit, at a cost of 2 initiative points (see ["Ordering Units" on page 42](#)).
8. Click on AS/V Velite b (LI) in hex 2730. When Africa 9 arrives next to the AS/V Velite b unit, reaction fire occurs (see [page 49](#)), and the red shock designation arrow appears.
9.  Click on the *Missile Volley* button. Hex 2730 is highlighted, and on passing the cursor over the AS/V Velite b unit again, the icon becomes a javelin. Click on AS/V Velite b and watch the javelins fly. The result of the missile volley is listed in the Running Commentary box.
10.  From the toolbar, click the *Finish Leader* button to finish Hasdrubal's turn. You can also finish a leader by right-clicking anywhere on the battlefield and selecting *Finish Leader*, or by selecting *Finish Leader* from the *Leader* menu. Africa 9 and Carthage 9 now shock attack the Roman units.

11. The Overall Combat Results dialog box is displayed. To view the details of each combat, double-click on the listed battles. After you close the Overall Combat Results box, the next leader becomes active.

Antonius

1. Select *Group Move* from the *Leader* menu. The Confirm Group Move dialog box is displayed. Click *OK* and check the *Do Not Show This Again* box if you do not want to see the confirmation dialog box again.

Roman leaders are always successful at group move attempts because of their superior communications system. A group move uses all of a leader's orders (initiative points) for that turn.

2. Click Africa 12 (EL) in hex 2215. All of the units under Antonius's leadership move forward to shock attack the enemy, shown by the multiple red arrows.
3. As the units move to their respective positions, the elephants reaction fire (see [page 49](#)) and the Velites fire back. Roman units involved in a group move automatically fire their missiles when they come adjacent to an enemy (see "[Group Orders](#)" on [page 42](#)).
4. When a leader has used all of his orders, the Finish Leader dialog box is displayed. Check the *Don't Show This Again* box if you do not want this to appear again. Click the *Finish* button to finish Antonius.

When the combat is concluded, the units (or what is left of them) retain their formation or begin to be routed, and the Overall Combat Results dialog box is displayed. When you click on the battle number, the map centers on that battle, and the hexes involved in the combat are highlighted. Double-click the battle number to open the combat Results window. This shows each attacking and defending unit involved in shock combat, the number of cohesion hits they have taken during this conflict, the total amount of cohesion hits received, and how many cohesion hits are still needed before the unit is routed (see [page 60](#)). Click the *Close* buttons to close the Combat Results window and the Overall Combat Results window.

After each leader has completed his orders, momentum is automatically attempted (see [page 44](#)). The higher a leader's initiative rating, the higher the probability of his gaining momentum; if you are successful, you should try to rally any of your routed units (see [page 60](#)). You may

need to move Antonius from his current position to bring any routed units into his command range. This allows you to regain control over the units so you can use them in combat. It also prevents an enemy unit from attacking and eliminating them as they are routed. Select the routed unit, and click the *Rally Unit* button in the toolbar (see [page 27](#)). If the rally is successful, the unit regains formation and changes facing; if the rally fails, the unit is eliminated.

 If you have rallied all routed units and still have orders remaining, remove cohesion hits from units that have been involved in combat.

Select the damaged unit and click on the *Restore Cohesion* button (see [page 28](#)).

When all of the leaders are finished, the first round of the game is over, and the Game overview dialog box is displayed. It shows the total results of the battle at this point. These results are visible for both sides so you can see how many of your units are eliminated or terminally routed and how close the enemy is to losing. Select the *Army Details* button to view individual unit results. The normal withdrawal levels for each battle are found in the *Help* menu under *Victory Conditions* and in the Battle Scenario overviews (see [page 91](#)).

Beginning a Game

The *Great Battles of Hannibal* can be played by one person or by several people over the Internet or any network that uses Winsock. You can play a new game, a campaign game, or a previously saved game.



We recommend that you close all other applications when playing the *Great Battles of Hannibal*.

To increase the speed of game play, we recommend that you turn off the animation options in the Preferences dialog box, under the *Game* menu. Regular removal of dead units from the battlefield, an option available in the *Unit* menu, is also recommended.

Starting a New Battle

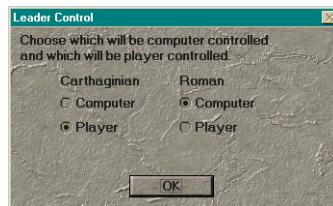
1. In the Great Battles of Hannibal window, click the *Start Battle* button. The Choose Scenario dialog box is displayed.



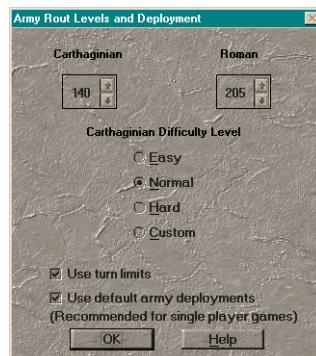
2. From the battlefield map, select the battle you want to play:
 - Bagradas Plains (255 BC) see [page 91](#)
 - Trebbia (218 BC) see [page 92](#)
 - Lake Trasimene (217 BC) see [page 92](#)
 - Cannae (216 BC) see [page 93](#)
 - Baecula (208 BC) see [page 93](#)
 - Metaurus (207 BC) see [page 94](#)
 - Ilipa (206 BC) see [page 94](#)
 - Great Plains (203 BC) see [page 95](#)
 - Zama (202 BC) see [page 95](#)
 - Cynoscephalae (197 BC) see [page 96](#)
 - Magnesia (190 BC) see [page 96](#)
3. Click the *Details* button to display some historical background about the battle.

- Click OK. At Baecula, Cannae, and Magnesia, the Choose Variant dialog box is displayed. (See ["Battle Scenarios & Victory Conditions" on page 91](#) for details). Highlight the variant you want, then click OK. The Leader Control dialog box is displayed.

- Select the side or armies you want to control and click OK. If you want to play a multiplayer game on a single computer (hotseat play), select *Player vs. Player* in the Leader Control dialog box.



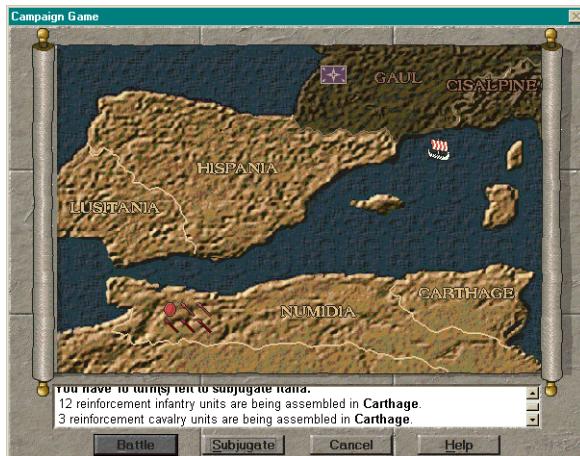
- Select one of the Difficulty Level radio buttons (*Easy*, *Normal*, *Hard*, or *Custom*) to use preset rout levels for the armies. Even if you select one of the buttons, you can still change the rout levels. In the Army Rout Levels and Deployment dialog box, select the up or down arrows (spin controls) to adjust the rout level for the armies. The higher the number, the more units must be terminally routed or eliminated before that army loses the battle. To play with no turn limits, uncheck this option. Click OK. The Elite Initiative dialog box may appear (see [page 39](#)).



NOTE: If you want to redeploy your units before battle begins, uncheck the *Use Default Army Deployments* check box (not available at Lake Trasimene).

- If the Elite Initiative dialog box was displayed, click on a leader to center the Landscape View map on that leader. Highlight the leader you want to play first, then click OK. The Landscape View window is displayed.
- Begin playing the game. (See also ["Quickstart" on page 13](#).)

Starting a New Campaign

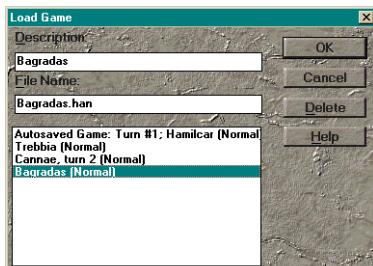


NOTE: We recommend that you gain experience and knowledge fighting the single battles before you attempt a campaign game.

In the Great Battles of Hannibal window, select the *Start Campaign* button. For further information, see ["Campaign Game" on page 97](#).

Loading a Saved Game

1. In the Great Battles of Hannibal window, click the *Load Saved Game* button.
2. In the Load Game dialog box, highlight the description of the game you want to load from the Saved Games list.
3. Click *OK*.

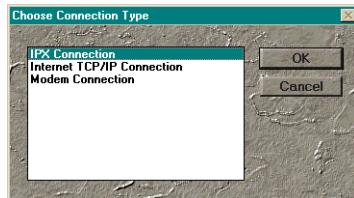


Multiplayer Play

The battle scenarios of the *Great Battles of Hannibal* can be played over the Internet or on a local network with a TCP/IP stack.

Playing over a Local Area Network

1. In the Great Battles of Hannibal window, choose the *Multiplayer* button. The Enter Your Name box is displayed.
2. Type your game name and click *OK*. The Choose Connection Type dialog box is displayed.
3. Select the IPX connection type and click *OK*. The Choose Game to Join dialog box is displayed.
 - a. To join a game, highlight the game you want to join and click *OK*.
 - b. To begin a new game, highlight *Create New Game* and click *OK*. The Session Name dialog box is displayed. Type the new game name or leave the default, and click *OK*.
4. In the Connecting Other Players dialog box, choose the battle you want to play. To send messages to other players, type the message in the box to the left of the *Send* button and click *Send*.
5. To exclude a player, highlight the player's name and click *Reject*.
6. Click *Next*.
7. Assign each player to a leader and click *OK*. The Landscape View window is displayed.



NOTE: Individual players must be assigned at least one leader to control. All leaders must be assigned to players, but no leader can be assigned to more than one player.

Playing over the Internet

1. In the Great Battles of Hannibal window, choose the *Multiplayer* button. The Enter Your Name box is displayed.
2. Type your game name and click *OK*. The Choose Connection Type box is displayed.
3. Select the Internet TCP/IP connection type and click *OK*. The Choose Game to Join dialog box is displayed.
4. Join a game or begin a new one:
 - a. To join a game, highlight *Locate Remote Game*, then click *OK*. The Locate Session dialog box is displayed. Leave blank to search for any games, or type in the IP address of the host computer (server).

- b. To begin a new game, highlight *Create New Game* and click *OK*. The Session Name dialog box is displayed. Type the new game name or leave the default, and click *OK*.

Follow steps 4–7 in [“Playing over a Local Area Network” on page 23](#).

NOTE: The host should email or telephone the client players to let them know the IP address. IP addresses usually change every time you log on, so if you have to restart after disconnection, the host needs to inform everyone of the new IP address.

Setting up Modem Play

1. In the Great Battles of Hannibal window, choose the *Multiplayer* button. The Enter Your Name box is displayed.
2. Type your game name and click *OK*. The Choose Connection Type dialog box is displayed.
3. Select *Modem Connection* in the Choose Connection Type dialog box and click *OK*.
 - a. If you are beginning a new game, select *Create New Game* and click *OK*. In the Session Name dialog box, type the new game name and click *OK*. In the Modem Connection dialog box, select your modem from the drop-down box and click *Answer*. Go to step 5.
 - b. If you are connecting to an existing game, select *Dial Up Remote Game* and click *OK*. In the Modem Connection dialog box, type the session host's telephone number and select your modem from the drop-down box. Click *Connect*.
4. In the Connecting Other Players dialog box, choose the scenario you want to play. To send a message to other players, type the message and click *Send*.
5. If you want to exclude a player, highlight the player's name and click *Reject*.
6. Click *Next*.
7. Assign each player to a leader (or leaders) and click *OK*. The Landscape View window is displayed.

Player Chat

The Player Chat box allows you to converse with other players while playing a network game.

To use the Player Chat box:

1. Open a network (multiplayer) game. The Player Chat box is displayed automatically.
2. Select one of the chat options (Friendly, Hostile, Custom) described below.
3. Type your message on the message line and click *Send*. Your player name and message appear in the message display.

The Player Chat box opens whenever a message is sent to you. Press *Ctrl+A* to open and close the Player Chat box.

The message display shows all messages sent by you and to you.

The *Show Chat* option in the *Window* menu also opens and closes the Player Chat box.

Chat Options

- Friendly—Select this radio button to send messages to your allies.
- Hostile—Select this radio button to send messages (or insults) to your enemies.
- Custom—Select this radio button and select a single player or a combination of players from the Players box. This allows you to converse with a custom group.

View Tutorial

Click this button to display the online help for the Quickstart tutorial, which is also available on [page 13](#) of this manual.

Using the Interface

The *Great Battles of Hannibal* features easy point-and-click operation. The toolbar displays the most commonly used options, which are also available in the menus.

Another feature of the user interface is the immediate user feedback. Combat units immediately move to their selected hexes and display whether they are designated for combat. As a player, you can see the results of your leader orders and plan strategy for future combat.

When you pass the cursor over a toolbar button, the function of the button is displayed.

All the windows are resizable and movable.

Toolbar



Close Game (Ctrl+Q)—Closes your current game without exiting the application.



Finish Leader—Ends the active leader's turn (see [page 45](#)).



Center on Leader—Centers the active leader on the active map.



Group Move—Moves a leader and all units under his command in formation (see [page 42](#)).



MLE—Instructs a Roman legion to perform a Manipular Line Extension (see [page 48](#)).



Rotate Counterclockwise—Rotates the unit (changes its facing) in the hex. If the unit is double-sized, one half stays in the same hex, the other rotates one hex forward in a counterclockwise motion.



Rotate Clockwise—Rotates the unit (changes its facing) in the hex. If the unit is double-sized, one half stays in the same hex, the other rotates one hex forward in a clockwise motion.



About Face—Rotates the unit 180 degrees (available only to double-sized units; see [page 51](#)).



Backward Move—Shows the available hexes for a backward move (see [page 46](#)).



Missile Volley (Ctrl+M)—Grayed out unless the selected unit is capable of missile volley (see [page 53](#)). When you place the mouse pointer over enemy units that are in range of the missile volley, the pointer changes to show what type of volley can be thrown (arrow, javelin, or sling).



Restore Cohesion—Attempts to restore cohesion (see [page 62](#)) to a unit (0–3 hits removed). Grayed out if the selected unit has no cohesion hits.



Rally Unit—Grayed out until you select a routed unit. Click to attempt to rally the unit (see [page 60](#)).



View Unit Details—Shows a selected unit's ratings, remaining movement allowance, remaining missile capability (if applicable), cohesion hits, and rout condition.



Open Map—Opens a Landscape View map (see [page 34](#)). More than one map can be opened, showing different areas of the same battlefield. Each time a new leader is activated, the active map centers on that leader. You can show/hide an Overview map on each of the Landscape View maps you have opened.



Show/Hide Overview Map—Shows or hides the Overview map.



Hex Grid On/Off—Shows or hides the green grid outline.



Reverse View—Rotates map 180 degrees.



Zoom Out/In—Shows the Landscape View map in three different zoom levels.



Window Style—Vertical, horizontal, or cascade window display.



Undo—Undoes certain actions (see [page 48](#)).

Menus

Game Menu

Close (Ctrl+Q)—Closes your current game without exiting the application.

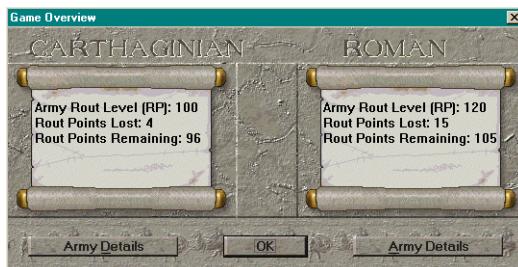
Save (Ctrl+S)—If you have previously saved a game with the current battle, this action updates that saved game file. If you have not yet saved the current game, see Save As below.

Save As—Displays the Save Game dialog box. To save a game, type a description of the battle in the Description field. Whatever you type in the Description field also is displayed in the File Name field, with .han

following the name. You can change the file name if you want. If the name you type in the Description field has already been used to save a game, the computer adds a number to the end of the file name. There is a list of previously saved games. If you want to overwrite a previously saved game, highlight the one you want to use. Click OK to save your game.

NOTE: You can only save a game at the end of a turn, when the Game Overview box is displayed, or when you have a leader active. This is true even when playing the campaign game; it can be saved only during a battle.

Game Overview—The Game Overview dialog box shows how your armies are faring against the enemy. It displays the current statistics for both sides and shows how many points are necessary for either army to be routed (lose). This dialog box also is displayed at the end of every game turn to show updated statistics for both sides.



Army Details—The Army Details dialog box gives you more detailed information about the leaders and units involved in the current battle, along with the total army rout level, percentage of army rout, TQ routing, and TQ eliminated.

Preferences—The Preferences dialog box lets you toggle several features of the game:

Movement: Shows units and leaders moving over terrain.

Combat: Shows combat fighting between units and armies.



Sounds: Plays sounds of battle, movement, trumpets, etc., throughout the game.

Ambient Sounds: Plays background sounds not directly related to battle.

Sound Volume slider: Changes volume of battle and ambient sounds.

Music: The check box turns the music on or off.

Music Volume slider: Changes volume of the music.

Trees: Sparse or Dense options for increased or decreased visibility, respectively.

Options: The following options can be toggled:

- Triarii Tactical Doctrine (see [page 48](#))
- Finish Leader Dialog
- Confirm Group Command Dialog
- Overall Combat Results Dialog (see [page 59](#))
- Show Intro Video
- Auto Save Game

Exit—Exits the current battle and the application.

Leader Menu

Center on Leader—Centers the active map on the active leader.

Group Move—Moves a leader and all units under his command in formation (see [page 42](#)).

Group Retreat—A leader and all his units can retreat their full movement allowance, toward the retreat edge of the map.

Group Attack—Moves all units toward the enemy to shock attack.

Group Restore Cohesion—Attempts to restore cohesion to each non-routed unit in a leader's group.

Manipular Line Extension—Instructs a Roman leader to perform an MLE (see [page 48](#)).

Finish Leader—Ends a leader's orders phase.

Unit Menu

Center on Unit—Centers the active map on the selected unit.

View Details—The Unit Details dialog box displays an individual unit's statistics.

Undo Last Action—Undoes the last unit movement (see [page 48](#)).

Rally—Rallies selected unit (see [page 60](#)).

Restore Cohesion—Attempts to restore cohesion (see [page 62](#)) to a unit (0-3 hits removed).



Missile Volley (Ctrl+M)—Possible when the unit has missile capability. Allows you to fire missiles at the enemy (see [page 53](#)).

Rotate Counterclockwise—

Rotates the unit (changes its facing) in the hex. If the unit is double-sized, one half stays in the same hex, the other rotates one hex forward in a counter-

clockwise motion.

Rotate Clockwise—Rotates the unit (changes its facing) in the hex. If the unit is double-sized, one half stays in the same hex, the other rotates one hex forward in a clockwise motion.

About Face—Rotates the unit 180 degrees.

Backward Movement—Shows available hexes for a backward move.

Remove Dead Units—Lets you remove dead units from the battlefield in the Landscape View map. Once you have removed dead units, they cannot be returned.

Map Menu

Open Map—Opens a new Landscape View map (see [page 34](#)).

Zoom In, Normal, and Zoom Out—Displays the Landscape View map zoomed in three different views.

Reverse View—Rotates map 180 degrees.

Hide/Show Overview—Hides or shows the Overview map in the currently active Landscape View map.

Hide/Show Hex Grid—Hides or shows the green grid outline.

Window Menu

Tile Vertical, Tile Horizontal, and Cascade—Vertical, horizontal, or cascade window display.

Arrange Icons—Arranges the minimized icons at the bottom of the application.

Show/Hide Commentary (Ctrl+C)—Toggles the Running Commentary window on and off.

Show/Hide Chat (Ctrl+A)—Opens the Chat window; deselect to close the Chat window.

Landscape View—Offers a choice of the individually numbered landscape maps.

Help Menu

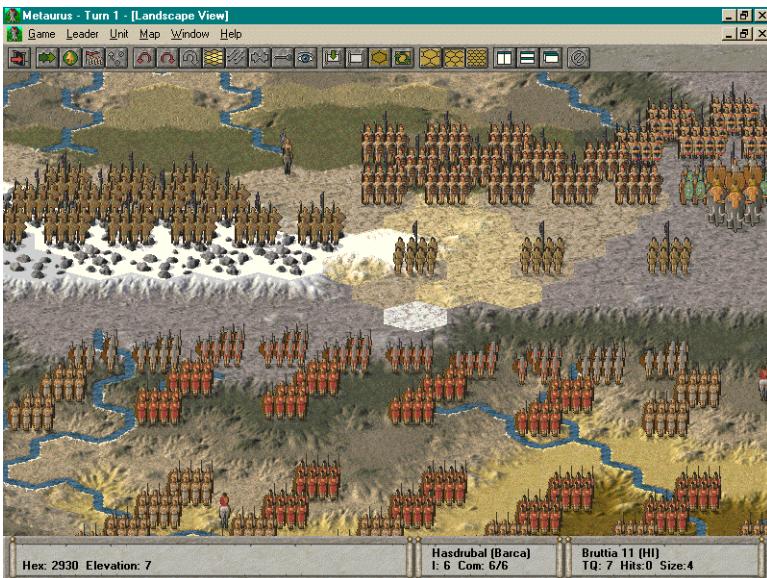
About—Game development information.

Help on this battle—Gives background information for the current battle scenario and the normal victory conditions.

Help—Opens the online help. The help file contains more detailed information about Hannibal, additional game hints, a tutorial for the Battle of Bagradas in the Quickstart section, and an extensive glossary of terms.

Maps

Landscape View Map



The Landscape View map is the main playing area, from which you give your orders and watch any ensuing conflict.

You can open more than one map of the battle you are playing. You can rotate and zoom in and out of these maps to show different areas of the same battlefield. These capabilities give you many different perspectives of the battle and help you keep an eye on the other leaders' units.

To open a Landscape View map, you can either select the *Open Map* button or select *Open Map* from the *Map* menu. A Landscape View map opens, centered on the active leader.

Each time a new leader is activated, the map you are using centers on that leader.

The range of command of the active leader is highlighted. When a unit or leader is selected, the display shows a brighter highlight where it is possible to move that unit or leader.

Overview Map: The Overview map can be shown or hidden on each of the Landscape View maps you have opened. You may find you need to move the Overview map to select the hexes that are adjacent to it.

Toggle the hex grid using the *Show/Hide Hex Grid* buttons on the toolbar.

Right-Clicking: Right-clicking on the Landscape View map displays a menu from which you can:

- *Center on Leader*—Centers the active map on the active leader.
- *Group Move*—Moves a leader and all units under his command in formation.
- *Group Retreat*—Moves a leader and all his units their full movement allowance toward the retreat edge of the map.
- *Group Attack*—Moves all units forward to shock attack the enemy, if they can.
- *Group Restore Cohesion*—Attempts to restore cohesion to each non-routed unit in a leader's group.
- *MLE*—When applicable, allows Manipular Line Extension (see [page 48](#)).
- *Finish Leader*—Finishes the active leader's turn.

Changing Views: Use the zoom buttons in the toolbar (see [page 27](#)) to show the battlefield in three different views: Zoom In, Normal, and Zoom Out. The battlefield opens in Normal view. You can choose any view and change it any time. During shock combat ([page 55](#)), the view zooms in so you can see the fighting. It returns to the previously selected zoom after combat.

Use the *Reverse View* button in the toolbar to rotate the view 180 degrees. This gives you another perspective of the battle and perhaps a better view of the situation.

Use the mouse to scroll the map by moving the cursor near a window edge. A golden arrow is displayed, and the view scrolls until it reaches the edge of the map or until you move the cursor.

Cursor Changes: If the mouse cursor changes to a sword while over an enemy unit, it is possible to perform shock combat ([page 55](#)). When a unit can fire missiles (see [page 53](#)) at an enemy, and the *Missile Volley* button has been clicked, the mouse cursor turns to an arrow, javelin, or sling (as appropriate) when over the enemy unit.

Overview Map



The Overview map shows the entire battlefield in a small scrolled area; the various units are represented by small colored dots.

Clicking or Dragging: This moves the viewfinder (the small highlighted rectangle) over any area on the Overview map and changes the Landscape View map to this position.

Opening the Overview Map: Select either the *Show/Hide Overview* button or select *Show/Hide Overview* from the *Map* menu. The Overview map is displayed in the top right section of the Landscape View window. Only one Overview map can be opened for each Landscape View map.

Moving the Overview Map: Hold down the mouse button on one of the scroll handles and drag the map to the preferred position.

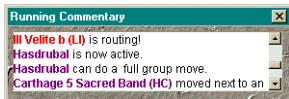
Status Bar



The status bar is at the bottom of the screen and is divided into three parts:

- **The left scroll (flyby):** As the cursor passes over the interface, various pieces of information are recorded in the flyby. When you pass the cursor over the battle map, the hex number and elevation is displayed, and if there is a unit occupying that hex, the following information is also displayed: the unit's name, type, troop quality (TQ), cohesion hits, size, and, if it has missile capability, type of missile, missiles remaining, maximum number of missiles, and missile firing range. For a listing of all unit details, see ["Units" on page 73](#).
- **The middle scroll:** This shows which leader is active, along with his initiative rating and the number of command orders left/total. For a full listing of leader details, see ["Leaders" on page 81](#).
- **The right scroll:** This shows which unit you have selected, along with some of the unit information found in the flyby. Use this scroll to compare a selected unit with an enemy unit's rating in the flyby.

Running Commentary Window



The Running Commentary window is displayed in the bottom right corner. It gives you instant feedback on game progress. Leave this window open or select *Show/Hide Commentary* from the *Window* menu (or select *Ctrl+C*) to open and close the Running Commentary window.

Hide *Commentary* from the *Window* menu (or select *Ctrl+C*) to open and close the Running Commentary window.

To move the Running Commentary window, hold down the mouse button on the title bar of the window and drag the window to the preferred position.

NOTE: If you choose *Undo Last Action*, any information already recorded remains listed in the Running Commentary window.

Playing the Game

Play Sequence

Elite Initiative

One of Hannibal's clearest areas of superiority was in his command system. Through extensive briefings and campaigns, Hannibal's second-in-commands were fully capable of acting on their own to carry out Hannibal's plans. To reflect this advantage in the game, Hannibal is given three options of being the first leader to take an orders phase. This takes place through the Elite Initiative dialog box. At the beginning of a battle (except where Hannibal is not present), you can activate either Hannibal or one of his other leaders first for the turn when playing the Carthaginians. Similarly, when Scipio Africanus is present on the Roman side, he has Elite Initiative. Each turn after that, you are asked whether you would like to use Initiative to activate Hannibal or Scipio first that turn. Elite Initiative occurs three times (including the automatic first time Elite Initiative) during the game. When both Hannibal and Scipio Africanus are present, they vie for the Elite Initiative.

After you have used the three options for Elite Initiative, the computer chooses leaders, which are weighted by their initiative ratings. The higher the initiative, the better the leader's chance of going first.

Sequence

When a leader is activated, he gives orders that allow units within his command range to move, missile volley, and conduct shock combat. The computer then attempts momentum, which may give him extra command orders.

When all leaders have been activated and are finished, the game turn is concluded. The Game Overview window is displayed.

Game Length

All battles are fought until one side is routed, or until a certain number of turns have passed (see [page 91](#)). Roman battles took longer to complete than those of just 150 or so years previously. Participants had developed a wide variety of tactical systems to counter those of their enemies. In addition, armor and protection was lighter and more efficient, enabling soldiers to fight longer. The result of all this was a sharp rise in casualties and battles lasting a great deal longer.

Each game turn represents, rather loosely, 15–20 minutes of real time.

Game Scale

In the *Great Battles of Hannibal*, army unit size is representative and symbolic. Each infantryman figure in a unit represents 70–100 men. Thus, the 20 figures in the African phalanx unit represent approximately 1,400 men. Each Cavalryman figure in a unit represents 80–100 men. The six figures in a Roman Heavy Cavalry unit therefore represent about 500 men. Each elephant figure is equal to about five elephants. Foot skirmishers (see [page 72](#)) are an exception; their size—always 1—reflects not their numerical strength but their dispersed formation.

The shape of a unit represents its frontage. A phalanx in full array had a frontage of approximately 150 yards; therefore, it occupies two hexes. A cavalry unit had a frontage of around 50 yards and occupies one hex.

Each hex is approximately 60–70 paces (yards) from side to side. For play purposes, some of the simulated rivers are a little wider than their actual counterparts.

Leaders

See ["Leaders" on page 81](#) for details about individual leaders.

Centering: To center on the active leader in the Landscape View window, select *Center on Leader* from the *Leader* menu, or right-click anywhere on the battle map and select *Center on Leader* from the pop-up menu. The map centers on the leader. You can also select the *Center Leader* icon on the toolbar (see [page 27](#)).

Command Range: The leader command range is the dim, highlighted area surrounding an active leader. The command range is the greatest distance from a leader that a unit can be located and still receive an individual order.

A leader's command range is measured using an unobstructed path of hexes equal to the range, not including the hex occupied by the leader. Normal terrain penalties for going up or down levels apply (that is, if the range extends up a level, it reduces the range from the leader by one hex). The command range is obstructed by hexes occupied by enemy units, by terrain a leader cannot cross or enter, and by enemy zones of control not occupied by a friendly unit.

A leader's group is represented by the units with raised and waving flags.

Movement Allowance: Leaders have a nine-point movement allowance per phase during their orders phase, although they still perform an orderly withdrawal before any opposing unit. Each time a leader moves, a separate order is required. Leaders cannot move next to any enemy units, even routed ones.

Moving: To move a leader, click on the leader. The leader's movement range is highlighted. Click the hex to which you want to move the leader. The leader moves to the new hex. To confirm the placement of the leader, click on him again. A leader can be moved only once per orders phase.

Leaders do not have—or need—any facing (see [page 50](#)).

Leader Phases

Each leader has three phases: inactive phase, active phase, and finished phase. All leaders start the turn inactive, and each has the opportunity to become active and issue orders. When a leader becomes active, he is capable of giving orders. Once a leader has concluded giving orders, his status is changed to finished.

Combat units can move and fight only when ordered to do so by their leaders. Leaders issue orders in the orders phase. Leaders cannot issue any orders or commands until they are activated. The momentum rule (see [page 44](#)) gives an activated leader up to two additional orders phases per turn.

Active Phase

Each game turn starts with the computer randomly activating one of the leaders. The higher a leader's initiative, the better the leader's chance of going first (see [page 39](#)). Only inactive leaders who have not been active in that turn are eligible for activation, with the exception of the momentum rule.

A leader can be activated a maximum of three times in succession in a single game turn by using momentum for the last two times.

Ordering Units

A leader's command range moves as he moves. Command ranges are calculated at the instant a leader is activated. A leader can order any friendly combat units within his command range.

An order allows a friendly unit in a leader's group to conduct movement, missile volley, shock combat, remove 0–3 cohesion hits, or rally, as appropriate. Without an order, a unit cannot move. In a given orders phase, a leader issues a maximum number of orders equal to his initiative rating. A unit not in the leader's group but within his command range may also be ordered but uses two orders to perform one of the previously described actions.

When a leader has issued all of the orders he wants (or can), select *Finish Leader* (see [page 45](#)). Units then engage in shock combat in the ensuing shock segment. After shock combat has been completed, that orders phase is finished.

To finish a leader before all orders are given, see [“Finishing Leaders” on page 45](#).

A leader can move if he issues an individual order to himself, but the order counts against the number of orders he can issue that phase.

A leader can issue a group move command, which takes up all of his orders, but it allows him to command all units in his group simultaneously.

Group Orders

A leader's ability to complete a group order depends upon his initiative rating—the higher the rating, the better the leader's chance of successfully completing a group order. There is an outside chance (10 percent) of Hannibal failing to complete an initial group order.

Exception: Roman leaders are always successful at group order attempts because of their superior communications system.

A group order takes all of the leader's individual orders for that turn, and he is ineligible for momentum. If the leader has already used one or more orders, no group orders are available.

Group orders do not affect routed units.

Group Move: A group move is usually performed near the start of the battle to bring the leader and units into battle sooner. This also allows the leader to retain his units' initial formation.

When a leader performs a group move during the battle, a couple of things can happen. When the units are finished moving, any unit that is in an enemy unit's zone of control performs a missile volley, if applicable. It is also possible to perform shock combat immediately following a group move. You can designate for shock in two ways:

- When the available group move hexes highlight, your cursor changes to a sword when passed over units you can shock attack. Select an enemy unit while your cursor is a sword to designate shock attack.
- With the available hexes highlighted, select the hex next to the enemy unit you wish to shock attack; then, click on the enemy unit to designate shock.

NOTE: The advantage of designating shock after movement is that you decide where to place your leader. If you use the first option, you have no control over the positioning of your leader.

To attempt a group move:

1. When a leader has become active, right-click anywhere on the open map and select *Group Move* from the pop-up menu, or select *Group Move* from the *Leader* menu. Confirm the group command by clicking *OK* and check the *Do Not Show This Again* box if you do not want it to appear again. The Running Commentary window displays the results.

If the leader fails the initial group move check, he attempts the one-hex group move.

2. If the leader passes a group move check, all available hexes into which the leader can move are highlighted. Select the hex into which you want the leader to move.

A group move travels only as far as the unit with the smallest movement allowance. The Running Commentary window shows whether the leader has passed a full group move, a one-hex group move, or failed to do either.

If a leader fails both group move checks, he is finished and is ineligible for momentum. If the leader attempts a group move with his next turn, the chances of passing are improved by 20 percent. If the leader fails a second attempt, he is guaranteed a group move on his third attempt.

Group Attack: A leader can also order his units to go into attack mode. In attack mode, a unit tries to find an enemy unit that it can shock

combat. This allows all the units a leader commands to move and perform shock combat, which may be more than the number of orders a leader could give individually.

Group Retreat: A leader can order all units in his command to retreat. This move is not a rout move, but all of the leader's units move their entire movement allowance toward the retreat edge of the map. The Roman Velites, for example, might want to use this move after they have all moved forward and thrown their missiles. A group move retreat would take them back through the Hastati open line where they would be protected.

Group Restore Cohesion: A leader can order all units in his command to restore cohesion. Each unit attempts to restore cohesion, with 0–3 hits being restored.

Momentum

At the conclusion of the orders phase, a momentum check is made for the currently active leader. If he passes, he undertakes another order phase. If he fails, he is finished. The higher a leader's initiative, the greater the chance for achieving momentum.

The percentages used to calculate momentum are as follows:

First momentum check:

$(\text{leader initiative} + 1) \times 8 = \text{percent chance of getting a second orders phase}$

Second momentum check:

$(\text{leader initiative} + 1) \times 5 = \text{percent chance of getting a third orders phase}$

For example, Hannibal (initiative of 7) has a 64 percent chance of getting momentum for a second orders phase and a 40 percent chance of getting momentum for a third orders phase.

After a leader's third orders phase in a turn, he is automatically finished. Momentum applies only to a leader who has just completed an orders phase. A leader who was finished several phases ago does not attempt momentum.

Dark Gray Flag: A unit with a dark gray flag indicates that the unit was ordered in a previous orders phase during this turn. If the unit is ordered to move or missile volley, it takes a cohesion hit (see "[Cohesion" on page 62](#)). A unit cannot be ordered more than once per orders phase.

When all leaders are finished, the computer proceeds to the rout and movement phase (see "[Unit Rout & Rally" on page 60](#)).

Finishing Leaders

Finishing a leader ends his orders phase and resolves any combat situations. When a leader attempts momentum and passes the momentum check, the leader receives another orders phase. If he fails, he is finished, and the next leader is activated.

To finish a leader, select *Finish Leader* from the *Leader* menu, right-click on the Landscape View map and select *Finish Leader* from the pop-up menu, or click the *Finish Leader* button. After any combat is resolved, the leader attempts to gain momentum. If he fails, he is finished and cannot undertake any further orders phases this game turn.

Wounding or Killing a Leader

It is possible to perform missile volley against a leader. There is a 15 percent chance of his being hit. If he is hit, the outcome is based on the following percentages:

- 25 percent chance that the leader is startled (if they have not yet given orders, they do not have a chance this turn).
- 45 percent chance that the leader is wounded (first time wounded, second time leader is killed).
- 30 percent chance that the leader is killed and replaced with a generic, lower-rated leader.

Replacement leaders are denoted by an (R) following the name of the leader they have replaced.

Leaders automatically perform an orderly withdrawal (see [page 50](#)) if given the opportunity, and there is a five percent chance of being injured from an orderly withdrawal. Injuries are determined using the same percentages as in missile volley.

A leader is never involved in shock combat. Therefore, if a leader is surrounded by enemy units, backed by enemy units, and so forth, he still performs an orderly withdrawal; however, an orderly withdrawal check is performed for every hex he moves into or through.

Units

Refer to ["Units" on page 73](#) for individual unit information.

Moving Units

Leaders can order units in their group within their command range. The leader and units that raise their nation's flag when the leader is activated are in the same group.

Orders: It costs the leader one of his orders to move a unit in his group. Leaders can move friendly units within their command range that are not in their group, but it costs them two orders per unit to do so. A leader's initiative rating is the maximum number of orders he can give in an orders phase.

Movement Allowance: A unit's movement allowance is the maximum a unit can move in a phase.

To move a unit, click on the unit. The unit's movement range is displayed as a number of highlighted hexes. Click on the hex to which you want to move the unit. The unit moves to the hex that you have designated. When a unit moves adjacent to an enemy unit, the enemy unit has the opportunity to perform a missile volley or an orderly withdrawal, or to reface, if applicable.

When moving a unit from its starting hex to a destination hex, cohesion hits are not taken into consideration. This may result in the unit taking unnecessary cohesion hits by, for example, moving up a level and down again, or, in the case of cavalry, moving adjacent to elephants. To avoid these cohesion hits move the unit in increments, avoiding the danger zones.

A unit can rotate as part of its movement allowance (see [page 51](#)).

Backward Movement: The backward move allows a unit to move backward and still maintain its original facing. It is a useful defensive maneuver and should not be confused with orderly withdrawal ([page 50](#)).

To perform a backward move:

1. In the Landscape View window, select a unit.
2. Select *Backward Movement* from the *Unit* menu or the toolbar. The hexes that your unit can move to are highlighted.
3. Select the hex to which you want to move your unit.

Missiles: If a unit has missile capability, it can move using part of its movement allowance, fire at the enemy, then use the remainder of its movement allowance by moving again; or fire at the enemy, then move its full movement allowance; or move its full movement allowance, then fire at the enemy.

Shock Combat: When you click on an enemy unit within range of your selected unit to designate shock combat, the unit moves adjacent to the enemy unit and shock combat commences at the end of the leader's turn, assuming that the enemy does not perform an orderly withdrawal.

Once a unit has completed movement and missile volley, assign shock combat by clicking on an enemy unit or deselect the unit by clicking on it again. Selecting another friendly unit also deselects the current unit.

NOTE: Once you deselect a unit or assign it to perform shock combat, you cannot select it again that orders phase. Shock combat must be assigned while the unit is selected.

NOTE: When a leader is successful in gaining momentum, the flag color of the units that were ordered in the last orders phase changes to dark gray. If a unit is moved or ordered to missile volley again, it takes a cohesion hit.

Roman Movement Order

Roman combat units were trained to fight in a certain order, according to their placement in the maniples. This order digressed somewhat throughout the Punic wars, but was still the basic formation used against Hannibal. This order is re-created by activating the units in the order of their placement in formation.

The Velites were used as first contact with the enemy. They would harass the enemy until defeated, or until the Hastati were ready to lead the charge. The Velite units in a legion are activated first.

After the Velites, the Hastati are activated, followed by the Principes, and finally, the Triarii units. Once the leaders have had their initial turn at orders, there may be some variation of units moved, but the initial deployment always begins with a Velite unit.

Triarii Tactical Doctrine: The Triarii were the rear line of a Roman legion and weren't really supposed to be involved in the battles. Composed of soldiers whose time in the service was almost over, they were primarily defensive in nature, used as a last resort when a campaign did not go as planned. It was Scipio Africanus who started changing the Roman system and used them for offensive purposes. To simulate this, the Triarii are not allowed to be moved unless one of the following is true:

- An enemy unit (exception elephants) is within three hexes of a Triarii unit.
- They are at least six hexes away from any other Roman unit.

Manipular Line Extension

The major advance in the science of military tactics in this era was the "manipular" legion, as developed by Rome starting somewhere in the late 3rd century BC. It allowed the Roman strengths—training and discipline—to be translated into a tactical flexibility that often proved superior, even when Rome's generals were not. Roman armies, therefore, have certain advantages.

The Manipular Line Extension (MLE) rule applies only to legions. It does not apply to allied troops or cavalry.

When two or more Roman units are capable of MLE, the leader may order the stacked units (behind and to the left of the front unit) into the vacant flank hexes, forming a line.

- If a flank hex is occupied, a unit is not moved into that hex.
- MLE is not considered movement, uses no MPs and does not incur any cohesion hits.
- The hex entered by a unit must be clear and not in an enemy zone of control.
- Facing remains the same.

An MLE does not use any orders but can only be followed or preceded by a group command (see [page 42](#)).

Undo Last Action

Occasionally, you may move a unit or leader in one direction and then wish you had not! The *Great Battles of Hannibal* allows you to take back a move or series of moves of a unit or leader.

The following conditions prevent you from undoing a move:

- Missile fire—either from your unit or an enemy unit's reaction fire
- Refacing—an enemy unit refaces after you approach its flank
- Orderly Withdrawal—getting close enough to cause an enemy unit to withdraw
- Rout Move—moving over rough terrain that causes your unit to be routed
- Designate Shock—selecting an enemy unit for shock combat
- End Leader's Orders Phase—finishing a leader, even if additional orders are still possible

When none of the above occurs, you can undo a unit's or leader's last move.

To undo a unit's or leader's movement, select *Undo Last Action* from the *Unit* menu or click the *Undo* button in the toolbar. The unit or leader returns to its previous position.

Reaction Fire

Missile units can volley in reaction to enemy movements into and out of their zones of control.

Entry Reaction: Whenever a friendly unit enters the zone of control of an enemy missile-capable unit, that missile unit fires a volley at the entering unit (range is one hex) before any further movement or the moving unit's missile fire occurs. Effects from this missile combat occur immediately.

When a unit moves adjacent to a defending unit's flank, the defending unit may reface and perform reaction fire. When a unit moves adjacent to a defending unit's rear, it may temporarily reface, perform reaction fire, and return to its original facing.

This reaction refacing is dependent on a number of factors, including unit type, distance moved by the enemy unit, and the defending unit's TQ. In general, light infantry, lancers, skirmishers, and light cavalry have a better chance of refacing than do heavy infantry, heavy cavalry, and medium infantry. In the right situation, however, all units (except chariots, elephants, and double-sized units) can reface when approached by an enemy.

Reaction fire requires that the missile units have sufficient missiles available to volley. A unit can perform reaction fire any number of times during enemy movement if it still has missiles.

Exception: Rampaging elephants and routed units do not draw reaction fire.

Orderly Withdrawal

During an enemy movement segment, cavalry approached by a non-cavalry unit and leaders approached by any enemy unit can perform an orderly withdrawal. Skirmishers can also perform orderly withdrawal—but only when confronted by heavy infantry units.

When an enemy unit's movement brings it adjacent to one of your units capable of orderly withdrawal, your unit undergoes a TQ check. If the unit passes the TQ check, it performs an orderly withdrawal, moving up to two hexes away from the enemy unit. If it fails the TQ check, the unit stays in the hex and may have to engage in shock combat.

The withdrawing unit maintains its original facing throughout withdrawal with no "facing change" cost in cohesion hits. However, the unit does pay any of the usual cohesion penalties for movement.

When the withdrawing unit is approached from a rear or flank hex, it suffers a one-point cohesion penalty before withdrawing.

Exception: The penalty applies to skirmishers only when approached from the rear—not from their flank.

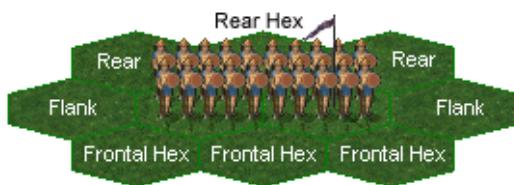
A unit can be withdrawn an unlimited number of times during a game turn. The penalties are cumulative, but no movement points are expended, and no orders are needed.

When a withdrawing unit reaches its TQ rating in cohesion hits, it is routed. A unit cannot withdraw into an enemy zone of control or into rough hexes.

Exception: Orderly withdrawal of cavalry in the face of rampaging elephants can take place at any time.

Facing

All units (except leaders, who have no facing) face into the vertex (corner) of the hex. The two hexes to the front (three for double-sized units) are called the



frontal hexes; those to the side are called the flanks; and those behind, the rear. A unit can move into a hex in front of it.

For a single-hex unit to change its facing, it must rotate within its hex. It costs one movement point for each vertex shifted.

Exception: Elephants and chariots pay two movement points (MPs) per vertex to change facing.

Double-sized units change facing by pivoting (see [page 51](#)).

Although changing facing is movement, any such change in rough terrain does not incur a cohesion penalty.

A unit can only missle volley on and engage in shock combat with an opponent they are facing.

Rotate Units

Units can change the direction they are facing by rotating. If a unit is double-sized, one half stays in the same hex, while the other half moves into a new hex, changing the unit's facing (see the bullet on "Pivoting" on [page 51](#)).

To rotate a unit, select the unit you want to rotate by clicking on it. The unit's current movement range is highlighted. Select *Rotate Clockwise* or *Rotate Counterclockwise* from the *Unit* menu, or click the *Rotate Clockwise* or *Rotate Counterclockwise* buttons (see [page 27](#)). The unit's new movement range is highlighted. You can now move the unit.

Double-Sized Units

Double-sized units reflect formation and tactical use, as exemplified by the better rating and increased capabilities of the Macedonian phalanx system. Because of the nature of the double-sized units, they have special rules:

- **Basic movement premises:** When a double-sized unit moves and enters two hexes of different terrain/elevation, it expends the terrain costs of the left-hand hex. This is true both for movement and cohesion penalties.
- **Pivoting:** A double-sized unit can either go forward with both halves of the unit entering new hexes, or one half of the unit can enter a hex while the other half pivots in the space it occupies (in essence changing the facing of the unit). Accomplish this movement by selecting *Rotate Clockwise* or *Rotate Counterclockwise* from the *Unit* menu or the rotate buttons on the toolbar.
- **The about-face maneuver:** At a cost of three movement points, a double-sized unit can be re-faced in the opposite direction (180 degrees) in the same two hexes. There is no cohesion penalty for

this maneuver, and it can be performed at any time, even when part of the unit is in an enemy zone of control or in rough terrain.

Cavalry Pursuit

If an unit is routed by an attacking cavalry unit in shock combat, the victorious cavalry unit can pursue. If more than one cavalry unit causes the rout, only one of them can pursue.

The victorious cavalry unit can pursue the routing unit off the map. There is a 40 percent chance that the pursuing unit returns to the battle in subsequent rounds. When the cavalry unit does return, it is in berserk mode. You can no longer control the cavalry unit, and during each turn, a "ghost phase" is given to all berserk cavalry units to combat their enemy units.

Exceptions:

- If the defending unit is eliminated because it cannot complete its rout, there is no pursuit.
- If a unit shock attacks two separate units at once and only one is routed, there is no pursuit.

When a cavalry unit pursues a routed unit, it follows using the same path. The cavalry unit stops when it moves adjacent to the routed unit or when it enters an enemy zone of control. When the cavalry unit is adjacent to the routed unit and not in an enemy zone of control, it undergoes a TQ check to see whether it attacks again. If successful, the routed unit undergoes a TQ check to see whether it is eliminated.

If the routed unit is a foot unit, the pursuit stops at this point. If the routed unit is a cavalry unit, it is now routed off the map, with the pursuing cavalry following (although the pursuing cavalry stops if it enters an enemy zone of control).

The chances of a pursuit occurring are as follows:

- Light Cavalry
 - against Cavalry: 20 percent
 - against Foot: 40 percent
- Roman Cavalry or Lancer
 - against Cavalry: 40 percent
 - against Foot: 60 percent
- Heavy Cavalry
 - against Cavalry: 60 percent
 - against Foot: 80 percent

There is a ten percent deduction if the pursuing cavalry is in the zone of control of a unrouted enemy.

Gallic Reliability

The Gauls in Hasdrubal's army at Metaurus were more of a hindrance than a help. Gauls cannot be activated unless a Roman combat unit is within seven hexes of them. Once activated, each unit must make a TQ check. If they pass, they are reliable, and continue to be for the remainder of the battle. If they fail, they are terminally routed.

Missile Volley

Units with missile capability can use missile volley. There are three types of missile units: archers (A), and slingers (S), and javelinists (J).

A missile unit can volley at any time before, during, or after movement. However, each unit can volley only once during a leader's orders phase.

Missile fire can occur as an order, as reaction fire, or during orderly withdrawal (mounted archers only). A missile unit can volley at any single target unit that is within its missile range. Missile units fire individually.

A unit fires reaction fire any number of times during an enemy order phase as long as it has missiles remaining.

The further away a target is, the less likely it is that the missiles will hit.

Wounding Leaders: All leaders can be wounded, and even killed.

Killed leaders are immediately removed from play and are replaced by the computer with lower-rated generic leaders (see [page 45](#)).

Missile Range: A unit's missile range extends from the unit's frontal hexes.

The following missile volley adjustments apply:

- When the target unit is elephants or chariots, it takes two cohesion hits for every successful missile volley.
- All combat effects from missile volley are immediate and occur before anything else is moved.

Missile Supply: Missile units can keep firing until they run out of missiles. Each missile type has its own availability levels:

- Javelinists start each battle with three missiles.
- Slingers and archers start each battle with ten missiles.

Missile Replenishment: Replenishment of missiles occurs at the beginning of each leader's activation. Replenishment is attempted for any of the units in the leader's group and command range that are out of missiles.

For each replenishment attempt, a random number of missiles—up to half the unit's original missile supply (rounded up)—are added to that unit.

NOTE: This can result in a unit replenishing zero missiles.

A unit that has replenished its missiles cannot be ordered during that orders phase.

Hastati and Principes units do not have the ability to replenish missiles.

Engaging Units in Shock Combat

The main reason for engaging a unit in battle is to inflict enough cohesion hits on the enemy to rout them. This weakens the opponent and makes it easier to reach the overall objective of winning the battle.

Units cannot move or fire missiles without getting an order from a leader. The units that receive such orders during a phase or that are within range of that same leader can engage in shock combat. Such units must be assigned shock combat at the time they are ordered—you cannot come back to them later to assign shock combat.

After the leader uses all orders, any unordered units within range can be ordered into shock combat, if eligible. When a leader instructs a unit to shock attack, without moving or firing missiles, it does not expend an order.

There are two kinds of combat—missile volley and shock combat. Missile volley occurs as part of (or instead of) movement at any point during the movement/missile segment of an orders phase. Shock combat comes in its own segment—at the conclusion of the orders phase, after all orders have been issued and movement is completed. A missile unit can participate in both types of combat during the same order phase. In shock combat, the unit size and the TQ are taken into account. The effects of combat are cohesion hits, which may result in a unit being routed.

Orderly Withdrawal: An orderly withdrawal is performed by units that have not been routed to avoid contact with an enemy during an enemy movement segment (see [page 50](#)) on passing a TQ check.

Shock Combat: To engage a unit in shock combat, the enemy unit you are attacking must be in one of your unit's frontal hexes. Shock combat occurs after the leader has finished that orders phase.

To engage a unit in combat:

1. Click on the unit you want to use to initiate shock combat. The unit's movement range is displayed.
2. When an enemy unit is in range, the mouse pointer changes to a sword when you position it over the enemy unit. Click on the unit that you want to engage in shock combat.
3. Your unit moves adjacent to the enemy unit and a red arrow is displayed.

NOTE: For more control of the unit's movement and where it shock attacks, move the unit in increments to the preferred position, then click on the enemy unit you want as your primary target (see below).

4. When you have assigned all units to shock combat, click the *Finish Leader* button. The units engage in combat, and the results are displayed in the Overall Combat Results dialog box. Details of the battle are viewable by double-clicking on the battle name to display the Combat Results box.

Shock Combat

The shock combat system relies on the interaction of the units' weapon types, armor protection, size, angle of attack, and TQ to produce a single result. While no factor is unimportant, pay special attention to the TQ.

To enter into shock combat, a unit must have an enemy unit in its zone of control (see [page 63](#)). The main purpose of a shock attack is to rout the enemy unit.

Designating Shock Combat

1. Everyone in an attacking unit's zone of control must be attacked.
2. Everyone that is being attacked must be in the attacker's zone of control.

When you move a unit next to the enemy unit that you want to attack and click on that unit to designate shock, the enemy unit you clicked on becomes the *primary* target. This is due to rule #1. If there is *another* enemy unit in your zone of control, it also becomes part of the battle; that is, multiple battle arrows appear. This is also due to rule #1.

If you bring another unit into the same battle, you *cannot* designate shock on your first unit's primary target. However, you can designate shock on any remaining enemy units.

If you click on the other enemy unit, the battle arrow from your first unit disappears and a new arrow appears from your second unit.

Units that attack by shock must attack all units in their zone of control, unless the defending unit is already being attacked by another unit in that shock segment.

All combat units can perform a shock attack, except skirmishers. See ["Units" on page 73](#) for a complete listing of all units.

Shock combat occurs at the end of a leader's order phase. When the leader has issued all possible orders, designated shock combat where appropriate, and selected *Finish Leader*, shock combat occurs. All shock initiated by that leader is resolved before momentum is attempted or the next leader becomes active.

The following restrictions apply:

- A friendly unit can attack more than one unit, as long as the targeted defenders are all in the attacking unit's zone of control.
- An attacking unit (even a two-hex unit) cannot split its attack capabilities, although two (or more) units can combine their attacks on one defender.
- If more than one unit is defending or attacking, the units' sizes are totaled for combat resolution purposes.

The Charge (TQ Check before Shock Combat)

When moved and designated for shock combat, the following units go through a TQ check to see how well they have kept formation: heavy infantry, medium infantry, phalanxes, lancers, and elephants. The units that are being attacked also go through a TQ check.

Exceptions:

- Attacking units that have not moved but are designated for shock and the units they are attacking.
- Units in shock combat with routed units.
- All non-skirmisher units engaging in shock combat against skirmisher (SK) units.
- Phalanxes (PH) and heavy infantry (HI) that are attacked frontally by light infantry (LI).

TQ Check

A TQ check is performed by the computer choosing a random number from 0–9, with the following possible results:

1. If the number the computer selected is higher than a unit's TQ, it takes a number of cohesion hits equal to the difference between the number and the unit's TQ.
2. If the defender has taken sufficient cohesion penalties to be equal to or greater than its TQ rating, it is immediately routed. The attacking unit advances into the vacated hex, if it has no other enemy units in its zone of control and it can physically do so (double-sized units may not be able to do so). If such an advance would cause the attacker to earn a cohesion point that would cause it to be routed (equal to or greater than its TQ), it does so (see ["Unit Rout & Rally" on page 60](#)).
3. If the attacker has been routed from its TQ check, the defender stays put (if unrouted).
4. If both units would be routed from their TQ checks, they are routed (see ["Unit Rout & Rally" on page 60](#)).

Combat Adjustment

It is now determined under which shock combat conditions the battle occurs, prior to any adjustments (see ["Initial Clash of Spears" on page 87](#)). If there is more than one type of defending unit, the defender type is determined randomly.

When the attacker is attacking with more than one unit, and such attack is coming from more than one angle, the computer chooses the angle of attack most advantageous to the attacker.

Determine superiority: There are two factors influencing superiority:

- Position—One side's angle/position of attack is from the flank or rear.
- System—The weapons system and armor/protection of one side is superior to the other.

The side that has the advantage is determined by comparing the position and systems of the attacking unit with the defending unit and establishing whether the attacker or defender is superior. Superiority is determined using information shown in ["Shock Superiority" on page 86](#). In many instances, there is no superiority.

Conditions for superiority are determined as follows:

- When a friendly unit is attacking an enemy through its flank or rear, it is considered attack superior to the defender. The same unit used to determine this superiority determines the shock combat value shown in the column in ["Initial Clash of Spears" on page 87](#).

Exceptions:

- Attacking skirmishers through their flanks does not produce superiority.
- Cavalry versus elephants (see [page 67](#)).
- An attacking unit cannot gain superiority if it is in the zone of control of any enemy unit (excluding skirmishers) other than the one it is attacking and if that enemy unit is not being attacked by a another friendly unit.
- When no superiority is attained from the relative positions of the units, the weapon class relationship is checked to determine whether either weapon system is superior to the other. This is determined using the information shown in the [Initial Clash of Spears](#) table on [page 87](#).

Exception: Javelin-armed light infantry that are out of missiles are not defense superior against attacking heavy cavalry or light cavalry.

Determination of Size Ratio Difference: Compare the total size points of the attacking units to those of the defenders. For each level of size ratio difference greater than 1:1 that a unit has, it gets a shock results table column adjustment of 1 in its favor—the attacker adjusts to the right, the defender to the left.

Rounding is determined as follows:

- When any attacker moves to initiate shock combat, the odds are rounded off in favor of the attacker. Therefore, a 5 size unit attacking a 4 size unit generates 2:1 odds; a 4 unit attacking a 5 generates 1:1; and a 2 unit attacking a 5 generates 1:2.
- When no attacker moves, the odds are rounded off in favor of the defender. Therefore, a 5 size unit attacking a 4 size unit would be 1:1, but a 4 unit attacking 5 unit has 1:2 odds.

Exception: When shock combat involves either elephants or chariots against another force, size is not taken into consideration—there is no size ratio difference (SRD).

Adjustment of Columns: Shock combat is resolved by determining the base column in the [Shock Combat Results](#) table and adjusting for size ratio difference and terrain (see [page 90](#)). The computer generates a random number from 0–9.

Combat Resolution: The results from the table in [“Shock Combat Results” on page 90](#) are distributed as cohesion hits for both attacker and defender. The number in parentheses is for the defender.

When the attacker is superior (AS), the defender's result is doubled.

When the defender is superior (DS), the attacker's result is tripled.

When more than one unit on the same side was involved in that combat, cohesion hits are distributed.

The Push of Shields or Breakthrough: When the shock combat has been resolved, every unit that has accumulated three or more times the cohesion hits than any other individual enemy unit during combat takes two additional cohesion hits.

The Collapse: The computer now determines which units have collapsed and have been routed:

- All units that have cohesion hits equal to or greater than their TQ are automatically routed.
- Units that are within one cohesion hit of an automatic rout and are in an enemy zone of control make a TQ check (see [page 56](#)). If they fail, they are routed. If they pass the TQ check, they reduce their cohesion hits by one.
- Chariots are not routed when their TQ is exceeded. They are eliminated.

When all battles are completed, the Combat Results window is displayed with a list of all the battles fought. Click on a battle to center the map where that combat took place. Double-click on the battle to view the Combat Results dialog box, which shows the current status of the units involved in the combat.



Combat Results									
ATTACKERS		Current Hits	Total Hits	To Rout	DEFENDERS		Current Hits	Total Hits	To Rout
Carthage 5 Sacred Band	Carthage 6	1	3	4	* AS/V Velite b		5	5	0
		1	1	5					

The current hits are those just received in the battle. The total hits reflect the unit's overall total hit allocation at this time.

Unit Rout & Rally

A unit that has been routed is immediately moved two hexes toward its retreat edge (usually the one behind the unit's original deployment). No movement points (MPs) are expended, but the unit takes the most direct path towards its retreat edge, even if this means moving into or through friendly units.

In the rout movement phase, which occurs after all leaders have finished but before the Game Overview dialog box is displayed at the end of the game turn, all routed units are moved their full movement allowance—even if they moved previously during the turn.

A unit that either moves off the map or cannot complete its rout movement because of the presence of enemy units/zones of control or impassable terrain either is routed terminally or is eliminated.

If a unit is attacked while routing, it is automatically eliminated.

Routing units may move through friendly units, but they may not end rout movement in the same hex as a friendly unit. The routing unit moves through instead.

A unit that has had a routed unit pass through suffers an immediate one-point cohesion penalty.

Play and Design Note: Routed units have one thought in mind—getting out of the area as quickly as possible. If there are people standing in their way, that's their problem. Therefore, routs in ancient warfare often took other troops with them, especially if they were rear echelon troops of minimal value.

Routed skirmishers lose their unique capabilities and are treated like any other unit.

Restrictions on routed units:

- Routed units retain their size and movement allowance.
- Routed foot missile units automatically have no missiles.

- Routed, moving units do not incur movement/terrain cohesion hits.
- Routed units may not receive or use orders or commands, other than to rally.
- Routed units use normal movement rules, except that they may not enter enemy zones of control unoccupied by friendly units.

Rallying Units: You can rally a unit only once per game turn. Any leader may perform the rally if the unit is within his command range. If the unit is not in a leader's group, this action uses two orders. To attempt to rally a routed unit, the player highlights the routed unit, selects *Rally* from the *Unit* menu or clicks the *Rally Unit* button (see [page 28](#)). The higher the leader's initiative, the better the chance to rally the unit. If the unit is rallied, a number of cohesion hits are removed.

Rallied units may not receive or use orders until the next game turn. Missile units still have no missiles. Routed elephants never rally; they rampage! (See ["Elephants" on page 67.](#))

Terminal Rout: If the attempt to rally the unit fails, the unit goes into a terminal rout and heads straight to the edge of the game map. In essence, they have thrown down all their armor and weapons and cannot be rallied by anyone. For victory purposes, they are eliminated.

Unit Advance

After shock combat, attacking units that can advance into hexes vacated by routed enemy units do so. All advancing units are assigned cohesion penalties when entering rough terrain.

Exception: If a unit causes an enemy to vacate a hex because of the TQ check prior to shock combat (not the actual combat) and is in an enemy zone of control at the time, it cannot advance.

If there is more than one attacking unit, the unit that has superiority (if any) advances. If there is no such unit, the one with the highest TQ must advance. If there is a tie in TQ, the choice is random.

There is no advance after missile fire alone, regardless of what the target unit does.

Reinforcements

At Baecula, the Romans receive reinforcements; at Trebbia, the Carthaginians receive reinforcements. There is a chance of the extra units appearing at the beginning of any turn.

When units are already occupying the destination hexes of reinforcement units, they do not appear until the hexes are free at the beginning of a turn.

They appear at an edge of the map, and a notification is displayed in the Running Commentary window. When their designated leader is activated, the reinforcements can be moved as usual.

Army Withdrawal

To win a battle, you must cause the enemy to accumulate a certain number of rout points within the number of game turns allowed (see also the victory conditions in the [“Battle Scenarios & Victory Conditions”](#) section starting on [page 91](#)). The rout level is calculated from the terminally routed units and eliminated units. These levels differ for every battle but can be adjusted in the Army Rout Level dialog box (see [page 21](#)) to vary the battle’s difficulty.

Rout Points

A unit’s rout points (RP) are equal to its Troop Quality (TQ), with the following exceptions:

- All skirmisher units (SK) are worth one RP.
- Elephants and chariots are worth two RPs.
- Phalanxes are worth twice their TQ rating. Therefore, a phalanx with a TQ of seven is worth 14 RPs.
- Leaders are worth five times their initiative rating, apart from Hannibal, who is worth ten times his initiative.

When both sides exceed their rout point level at the end of the same turn, the player with the least number of rout points above that level wins.

Cohesion

Cohesion is a measure of how organized and effective a unit is at any point during the battle. It is represented in the game by TQ and cohesion hits.

The game rates each combat unit’s TQ from one to nine (based on their historical capabilities), with nine being the best rating. Whenever a unit moves and declares shock combat or checks for rout/rally, a TQ check is made. A number between 0–9 is selected; if the number is equal to or lower than the unit’s TQ minus cohesion hits, the unit passes.

The consequences of failing a TQ check vary, depending on the action that is being undertaken. Note that this *does* mean that the few elite units with TQ ratings of nine never fail TQ checks (although they can be routed and destroyed as a result of cohesion hits in combat).

Cohesion hits are a measure of how much disorganization or damage a unit has sustained during the battle. Each unit accumulates cohesion hits from damage received in combat and from moving over difficult terrain. When a unit's accumulated cohesion hits equal or exceed its TQ rating, the unit is routed.

Hits from Combat: When there are multiple units involved in a single combat resolution, hits are divided among those units. After shock combat, all units that are within one cohesion hit of being routed and are in an enemy zone of control must pass a TQ check. If the unit fails the TQ check, it is routed.

Recovery: During an orders phase, any unrouted unit with cohesion hits can remove zero to three cohesion hits if given an order to do so. When the unit is in an enemy zone of control, adjacent to an enemy unit, or within range of any enemy missile unit, it is more difficult to regain any cohesion. A unit that has recovered cohesion hit points cannot do anything else during that orders phase, and vice versa.

To attempt to restore cohesion, select the unit, then click on the *Restore Cohesion* button, or select *Restore Cohesion* from the *Unit* menu.

Group Restore Cohesion: It is possible for a leader to try to instruct all the units in his group to attempt to restore cohesion. As with the group commands for movement (see [page 42](#)), this uses all of a leader's initiative for that orders phase, and Roman leaders always succeed in their attempt.

Important: Cohesion hits do not affect a unit's combat strength or capabilities in any way, except to show how close it is getting to falling apart. Therefore, a unit with a TQ of six and four hits has the same combat effect as one with no hits. It is just closer to being routed.

Zone of Control

The zone of control (ZOC) is those hexes over which a unit exerts control, forcing enemy units to cease movement on entering. A zone of control does not extend into hexes where movement is prohibited.

The zone of control depends upon the type of combat unit:

- Missile-armed foot skirmishers exert a zone of control into their front and flank hexes—except when out of missiles, in which case they exert a zone of control only into their frontal hexes.
- All other combat units exert a zone of control only into their front hexes.
- Routed units and leaders do not exert a zone of control.

A unit must cease movement the instant it enters an enemy zone of control.

Moving Out: A unit that begins movement in an enemy zone of control can move out of the enemy zone if the unit's movement allowance is greater than the movement allowance of the enemy unit exerting that zone of control.

The Volturnus

At Cannae, a dust storm (Volturnus) blew up and sprayed dust in the eyes of the Romans.

The Volturnus is indicated with a message in the Running Commentary window and also by the units' flags that are waving almost straight out. At the beginning of each game turn, there is a random chance that the Volturnus starts up or dies down.

The wind blows from the west and southwest, and any units facing west (which is the direction the Romans face at the beginning of the battle) or to the southwest (which is one rotation counterclockwise from facing west) are affected. The flags reflect the direction of the wind.

When a Volturnus blows, any units facing into the wind have their movement allowance and missile range reduced by one.

Terrain Effects

A unit expends movement points (MPs) for each hex it enters. The number of movement points expended this way depends upon the terrain type of the hex. Most units pay extra movement points to move into a hex of different elevation. Units also pay movement points costs to change facing (see [page 50](#)).

Certain units receive a cohesion point penalty when they change elevation or when they enter or change facing in terrain that is anything other than clear. All cohesion penalties for movement (including all

advances after combat) and facing changes are applied the instant they occur.

There are limitations on how many levels of elevation a unit can cross while moving from one hex to another.

Cavalry (light or heavy) can never change more than one elevation level at a time (for example, it cannot move directly from a level one hex to a level three hex, or vice versa). All other units can change two elevation levels at a time.

A moving unit must have enough movement points (MPs) to pay the terrain cost of entering a hex. If it doesn't, it cannot enter that hex.

Terrain affects the shock combat results, which are automatically adjusted by the computer. Units in woods also gain some protection from enemy missile fire.

Rough Terrain: This is any hex that costs one or more cohesion hits to enter.

Terrain types

Terrain type	MP cost to enter/ cross	Cohesion Penalties to enter/cross					
		Infantry	Skirmishers	Leaders	Cavalry	Elephants	Chariots
 Clear	1	0	0	NA	0	0	0
 Woods	2	1	0	NA	1	1	P
 Rocky	1	1	0	NA	2	1	P
 Major River	1	1	1	NA	1	0	P
 Rocky Riverbed	2	1	1	NA	2	P	P
 Minor Stream	+1	1	1	NA	1	0	P
 City Walls	May not cross or perform shock combat across						
 Up/Down 1 level	Up	+1	1	1	NA	1	0
	Down	+1	1	0	NA	0	0
 Up/Down 2 level	Up	+2	2	2	NA	P	P
	Down	+1	2	1	NA	P	P

P—Prohibited; NA—Not Applicable

Unit & Leader Details

Combat Units

Combat units come in two sizes: square (single) and rectangular (double-size). Each combat unit is a specific type, depending on its weaponry and armor/protection. All combat units are rated numerically for their TQ, size, and movement allowance (MA). Units that are capable of firing missiles are also noted: javelinists, archers, and slingers.

Chariots

Chariots were greatly favored by the Eastern armies, who had great, flat expanses over which to use them. However, because they had fixed axles (and no suspension), they were extremely difficult to maneuver.

Chariots operate under the following movement and terrain restrictions:

- Chariots pay a two-point cohesion hit cost for changing facing
- Chariots cannot:
 - Enter rough terrain
 - Move up or down more than one level in any one phase

Any unit shock attacked by a chariot unit has one point added to its TQ check prior to the attack. Chariots can ignore any pre-shock combat TQ checks when undertaking a moving shock attack that covers four or more hexes. Routed chariots are eliminated.

Elephants

By this time, the sight of elephants on a battlefield was fairly common—to everybody except the Romans, that is. Alexander's descendants, the *diadochi*, had fallen in love with them, and trained elephant

corps were standard throughout the wars of Ptolemy, Seleucus, and so on. The Romans, however, had not yet encountered them when Pyrrhus arrived with his 20 or more behemoths at Heraclea. The result was typical: the Roman cavalry had a collective coronary, and the Roman infantry did not wait around long enough to check their EKGs.

By the time of Hannibal, however, the Romans were used to encountering elephants. The Romans devised some ingenious methods of negating the elephants' abilities because the effectiveness of jousting chariots and the flaming pigs of the Pyrrhic era proved rather elusive. The elephants of Hannibal were the smaller, Northern African forest variety—not the big Indian tuskers that Porus had at the Hydaspes (or for that matter, the much larger South African variety)—and were usually equipped with towers, purportedly an invention of Pyrrhus. Pyrrhus's elephants, inherited from the *diadochi*, were probably the bigger, Indian variety.

War elephants were pretty much impervious to anything—except sharp, pointy objects and loud strange noises. They also tended to have minds of their own, which they often followed when confronted with those same sharp, pointy objects and strange sounds.

Elephants have little protection against missile attacks because they are not armored. To compensate for this vulnerability, tower riders atop elephants are armed with javelins, which the riders throw as entry reaction fire.

Routed elephants rampage, charging anyone in sight. An elephant rampage is always resolved immediately before any other game mechanic is addressed—except for orderly withdrawal in face of the rampaging elephants.

A rampaging elephant always attempts to move three hexes in any direction until it either moves off the map or is otherwise eliminated. When a rampaging elephant unit enters a hex occupied by a friendly or enemy unit, the unit takes:

- One cohesion hit if the elephant enters frontally
- Two cohesion hits if it enters from the flank or rear

Regardless of the angle of rampage, cavalry and chariots always take two hits when a rampaging elephant attacks.

The elephant rampage goes on until one of the following events occurs:

- The elephant rampages off the map.
- The elephant is eliminated by its mahout (handler).

Rampaging elephants have no zone of control, and they cannot be rallied.

Cavalry units can never voluntarily move into the zone of control of an enemy elephant unit. They can move into or through an elephant's flank or rear hexes but at the cost of two cohesion points for each such hex entered. Cavalry can never attack an enemy elephant through the latter's frontal hexes. Cavalry can attack through the flank or rear hexes, but it does not gain the usual attack superiority for the position of attack.

Historical Note: Horses dislike elephants intensely; getting one to go near an elephant is a task requiring much skill and patience.

When an elephant moves adjacent to enemy cavalry, the cavalry attempts orderly withdrawal. If it cannot withdraw, it undergoes an immediate TQ check (see [page 56](#)) in which the minimal result is a one-point cohesion hit. If the cavalry is already routed, it is automatically eliminated without any cohesion hits for the elephant (other than those earned through movement).

Whenever an elephant is shock attacking, a defending unit is more likely to take a cohesion hit during the pre-shock combat TQ check.

Heavy Cavalry

The heavy cavalry of this era had some body armor, light shields, and perhaps a lance, sword, or both. They were essentially descended from Alexander's Companions, although they were nowhere near as effective.

Heavy Infantry

Heavy infantry includes phalanxes and Triarii. A member of these units is usually protected by armor (helmet, breastplate, and maybe leg armor), carries a shield, and brandishes both a short sword and a seven-foot (or more) spear—at least 30 pounds of uncomfortable equipment.

Phalanx—A formation of shoulder-to-shoulder hoplites used in Greek warfare since around the seventh century BC and perfected by the Macedonians. By the era of Roman ascendancy, the phalanx had reached the zenith of its development. The front ranks now used a shortened, nine-foot spear, while the fifth rank used an immense 21-footer, with the lengths of the *sarissa* of intervening ranks having corresponding lengths.

This allowed the phalanx to present an almost impenetrable wall of spears. Tangentially, because a Roman legionary needed room to swing his sword while the phalanx simply had to remain in place, the ratio of spears to legionary was often (and usually) 10:1. The trick—and the catch—was the phalanx remaining in place. The makeup of a phalanx often varied from country to country, depending on the weapon type and training. The ultimate decider, in game terms, was how the soldiers were trained tactically.

After a non-phalanx unit *moves* and shock attacks a phalanx (PH) frontally, the unit going against the phalanx (PH) has its effectiveness drastically reduced. This applies only to moving attacks, not to attacks in which the attacking unit started adjacent to the phalanx unit and stayed in that hex to shock. It does not apply to flank/rear attacks or to combat when all of the attacking units are phalanxes.

Triarii—The rear defensive line of the legion, the Triarii were essentially the vestigial remains of the old defensive-style phalanx. They were spear-armed, heavy infantry, the last of the Roman hoplites. By the end of this period, they were starting to disappear as a unit class.

Lancers

Lancers are light cavalry units trained to use lances for attack. They have no missile capability (a simplification for game purposes). It is somewhat speculative to comprehend how they used lances effectively without the presence of stirrups to anchor them to their mounts, but they obviously did so.

Legion

“Legion” derives from the Latin for “levy.” Each legion was drawn from Roman citizens, with men being assigned to each of the lines according to their class status in Roman society (a distinction that was gradually eroded over the period represented in this simulation):

Hastati—The second line of troops had light body armor and the highly identifiable Roman shield (*scutum*) of the period. In combat, they would, on command, clash their shields and javelins together while raising a clamorous hue. They would then move forward until they were about 75 yards from the enemy line, at which point they would break into a fast trot, throw their javelins (*pila*), and smash into the enemy, using their swords for the deadly in-fighting.

The Roman sword (*gladius*)—sometimes known as the “Spanish Sword”—was a particularly effective weapon capable of causing

grievous wounds. The Greeks thought it was unfair. Ironically, the unit's name comes from the word for spear, *hasta*, which the troops no longer used.

Principes—The third line in the manipular legion. They were the best troops (from the highest class) and were basically armed like the Hastati. Essentially, they were the attack-and-destroy troops.

Hastati and Principes are automatically out of missiles after the first time they fire, and they cannot attempt to replenish missiles. Moreover, if they engage in shock (attack or defend) with other infantry, they are automatically out of missiles, even if they do not use their *pila* (labeled as javelins in the game).

Light Cavalry

Light cavalry were essentially mounted javelinists noted for their mobility. Their speed and mobility were demonstrated by the effectiveness of Masinissa and Maharbal's magnificent Numidian light cavalry. They rarely carried any armor, other than a shield along with a weapon.

Light Infantry

A generic term applied to foot units—with little or no body armor—that usually carried a spear and perhaps a light shield and sword. Most light infantry had missile capability. Light infantry differ from skirmishers in that light infantry fought in formation and were trained for some shock combat.

Roman light infantrymen were protected by helmets and shields. Although they had swords, their basic weapon was the javelin, and they were used as skirmishers to harass the enemy and disguise maneuvers. Phalanxes (PH) and heavy infantry (HI) that are attacked frontally by light infantry (LI) do not have to undergo a TQ check prior to shock combat.

Medium Infantry

Medium infantry are units such as Celtic infantry, which, while not as well-equipped as their heavier counterparts, had weapons, usually spears and swords, and some body protection, usually chest mail, that was superior in effectiveness to that worn by light infantry.

Roman Cavalry

In terms of weapons and armament, the Roman cavalry was more like heavy cavalry than light because they copied much from the Greek era. However, they were neither trained in nor especially adept at shock combat on the same level as other heavy cavalry. Therefore, they have received a different designation and a separate line on the [Shock Superiority](#) table, although they are treated as heavy cavalry on the [Initial Clash of Spears](#) table. The Romans never really understood how to use cavalry, and although the cavalry units often had fairly large numbers, the units were rarely as effective as one might have expected.

Skirmishers

Skirmishers were intended to harass and annoy the approaching enemy and present a screen behind which movement could be concealed. Their mobility allowed them to outrun their more weighty opponents, a move that was their best bet for survival. They rarely—if ever—shock attacked because they had no weapons with which to do so, and they were deployed in dispersed, amorphous formations that gave them great flexibility in terms of maneuvering.

Archers—Light troops (virtually no armor or protection), usually from Crete, that fired about 30-plus arrows at an effective distance at a range of 150 yards to 250 yards. The arrows of the day could rarely pierce metal armor, but they were fairly effective elsewhere.

Slingers—Another unarmored, skirmisher type. They hurled pellets, usually made of lead (sometimes marked with wartime graffiti like “Take that!”), up to distances of 120 yards, although the accuracy was nowhere near that of arrows or javelins. Cheap to arm but requiring a fair amount of skilled training, slingers took up a lot of space—the wind-up radius was two to three times greater than that of other skirmisher units. The Balearic Islands produced most of these troops.

Skirmisher units cannot shock attack.

Exceptions:

- Skirmishers can shock attack chariots and routed units.
- All non-skirmisher units engaging in shock attack against skirmisher units do not have to undergo the TQ check prior to attack, even when they normally do so.
- Skirmishers can perform an orderly withdrawal up to two hexes before heavy infantry (HI).
- When withdrawing, the only time skirmishers suffer a cohesion penalty is when approached from the rear.

Units

In the [Units](#) table that follows, the following abbreviations are used:

- TQ—Troop Quality
- MA—Movement Allowance
- R—Range

Units

Army	Name	TQ	Size	MA	Missile	R	Type
Carthaginian	Africa 1–19	5	5	7	Javelin	1	Elephant
	Africa 1–7	7	10	4			Phalanx
	Balaeric 1–11	3	1	6	Slinger	2	Skirmisher
	Balearic 1–2	4	4	5			Medium Infantry
	Bruttia 1–12	7	4	5			Heavy Infantry
	Carthage 1–5 Sacred Band	7	5	8			Heavy Cavalry
	Carthage 6–10	6	4	8			Heavy Cavalry
	Carthage Levy 1–16	4	4	4			Medium Infantry
	Celts 1–10	7	4	8			Lancers
	Celts 1–30	5	5	5			Medium Infantry
	Egypt 1–4	6	10	4			Phalanx
	Gaul 1–16	5	5	5			Medium Infantry
	Gaul 1–5	7	4	8			Lancers
	Iberia 1–15	6	5	5	Javelin	1	Light Infantry
	Iberia 1–4	5	7	4			Heavy Infantry
	Iberia 1–4	4	1	6	Archer	4	Skirmisher
	Iberia 1–5	7	4	8			Lancers
	Iberia 1–8	7	5	5			Medium Infantry

Units (continued)

Army	Name	TQ	Size	MA	Missile	R	Type
Carthaginian (continued)	Iberia 5–8	6	7	4			Heavy Infantry
	Iberian Mercenary 1–10	8	7	4			Heavy Infantry
	Libya 1–4	5	7	4			Heavy Infantry
	Liguria 1–17	6	4	5			Medium Infantry
	Mauretania 1–4	5	4	5			Medium Infantry
	North Africa 1	8	5	5			Medium Infantry
	North Africa 1–13	7	5	5			Heavy Infantry
	North Africa 1–6	5	4	5			Light Infantry
	North Africa 2–4	7	5	5			Medium Infantry
	North Africa 5–8	6	5	5			Medium Infantry
	North Africa 9–10	5	5	5			Medium Infantry
	Numidia 1–10	8	4	9	Javelin	1	Light Cavalry
	Numidia 1–4	6	5	4			Heavy Infantry
	Numidia 1–4	6	3	5			Light Infantry
	Numidian Levy 1–4	4	5	5			Light Infantry
Macedonian	Mercenary 1–3	6	5	5			Heavy Infantry
	Illyrian 1–4	5	5	5	Javelin	1	Light Infantry
	Macedon 1–12	7	10	4			Phalanx
	Macedon 1–3	7	4	8			Heavy Cavalry
	Macedon 1–4	5	5	5	Javelin	1	Light Infantry
	Macedon DD 1–3	8	20	4			Phalanx
	Thessaly 1–5	7	4	8			Heavy Cavalry
	Thrace 1–4	5	5	5	Javelin	1	Light Infantry

Units (continued)

Army	Name	TQ	Size	MA	Missile	R	Type
Roman	Achaean 1–2	5	3	5	Javelin	1	Light Infantry
	Aetolia	7	4	8	Javelin	1	Light Cavalry
	Aetolia 1–8	5	5	5			Heavy Infantry
	Africa 1–4	5	5	7	Javelin	1	Elephant
	AS/I Cavalry a–b	6	3	8			Roman Cavalry
	AS/I Cavalry Extraordinaire	7	3	8			Roman Cavalry
	AS/I Cohorts a–i	6	3	5	Javelin	1	Legion
	AS/I Cohorts Extraordinaire	7	5	5	Javelin	1	Legion
	AS/I Triarii a–b	7	2	4			Heavy Infantry
	AS/I Velites a–b	5	3	6	Javelin	1	Light Infantry
	AS/III Cavalry a–c	6	3	8			Roman Cavalry
	AS/III Cohorts a–i	6	3	5	Javelin	1	Legion
	AS/III Cohorts Extraordinaire	7	5	5	Javelin	1	Legion
	AS/III Triarii a–b	6	2	4			Heavy Infantry
	AS/III Velites a–b	5	3	6	Javelin	1	Light Infantry
	AS/V Cavalry a–b	6	3	8			Roman Cavalry
	AS/V Cavalry Extraordinaire	7	3	8			Roman Cavalry
	AS/V Cohorts a–i	6	3	5	Javelin	1	Legion
	AS/V Cohorts Extraordinaire	7	5	5	Javelin	1	Legion
	AS/V Triarii a–b	6	2	4			Heavy Infantry
	AS/V Velites a–b	5	3	6	Javelin	1	Light Infantry

Units (*continued*)

Army	Name	TQ	Size	MA	Missile	R	Type
Roman (continued)	AS/VII Cavalry a-c	5	3	8			Roman Cavalry
	AS/VII Cohorts a-i	6	3	6	Javelin	1	Legion
	AS/VII Cohorts Extraordinaire	6	5	5	Javelin	1	Legion
	AS/VII Triarii a-b	6	2	4			Heavy Infantry
	AS/VII Velites a-b	4	3	6	Javelin	1	Light Infantry
	AS/X Cavalry a-b	6	3	8			Roman Cavalry
	AS/X Cavalry Extraordinaire	7	3	8			Roman Cavalry
	AS/X Cohorts a-i	6	3	5	Javelin	1	Legion
	AS/X Cohorts Extraordinaire	7	5	5	Javelin	1	Legion
	AS/X Triarii a-b	7	2	4			Heavy Infantry
	AS/X Velites a-b	5	3	6	Javelin	1	Light Infantry
	AS/XIV Cavalry a-c	5	3	8			Roman Cavalry
	AS/XIV Cohorts a-i	5	3	5	Javelin	1	Legion
	AS/XIV Cohorts Extraordinaire	6	5	5	Javelin	1	Legion
	AS/XIV Triarii a-b	6	2	4			Heavy Infantry
	AS/XIV Velites a-b	4	3	6	Javelin	1	Light Infantry
	AS/XIX Cavalry a-c	5	3	8			Roman Cavalry
	AS/XIX Cohorts a-i	5	3	5	Javelin	1	Legion
	AS/XIX Cohorts Extraordinaire	6	5	5	Javelin	1	Legion
	AS/XIX Triarii a-b	6	2	4			Heavy Infantry
	AS/XIX Velites a-b	4	3	6	Javelin	1	Light Infantry

Units (*continued*)

Army	Name	TQ	Size	MA	Missile	R	Type
Roman (continued)	AS/XV Cavalry a–b	5	3	8			Roman Cavalry
	AS/XV Cavalry Extraordinaire	6	3	8			Roman Cavalry
	AS/XV Cohorts a–i	5	3	5	Javelin	1	Legion
	AS/XV Cohorts Extraordinaire	6	5	5	Javelin	1	Legion
	AS/XV Triarii a–b	6	2	4			Heavy Infantry
	AS/XV Velites a–b	4	3	6	Javelin	1	Light Infantry
	Athaman 1–3	5	4	5	Javelin	1	Medium Infantry
	Crete 1	5	1	6			Skirmisher
	I Cavalry	6	3	8			Roman Cavalry
	I Hastati a–d	7	3	5	Javelin	1	Legion
	I Principes a	9	3	5	Javelin	1	Legion
	I Principes b–d	8	6	5	Javelin	1	Legion
	I Triarii a–c	8	2	4			Heavy Infantry
	I Velites a–c	6	4	6	Javelin	1	Light Infantry
	Iberia 1–12	5	5	5	Javelin	1	Light Infantry
	Iberia 1–4	4	1	6	Archer	4	Skirmisher
	Iberia 5–10	3	1	6	Slinger	2	Skirmisher
	III Cavalry	5	3	8			Roman Cavalry
	III Hastati a–d	6	3	5	Javelin	1	Legion
	III Principes a	8	3	5	Javelin	1	Legion
	III Principes b–d	7	3	5	Javelin	1	Legion
	III Triarii a–c	7	2	4			Heavy Infantry
	III Velites a–c	5	4	6	Javelin	1	Light Infantry

Units (*continued*)

Army	Name	TQ	Size	MA	Missile	R	Type
Roman (continued)	Italy 1-2	5	5	4			Heavy Infantry
	Macedon 1-4	6	5	4			Heavy Infantry
	Numidia 1-10	8	4	9	Javelin	1	Light Cavalry
	Numidia 1-6	5	5	5			Medium Infantry
	Pergamum 1-2	7	5	8			Heavy Cavalry
	Pergamum 1-4	5	5	5			Light Infantry
	Sabine 1	5	5	4			Heavy Infantry
	Tarentine 1-2	5	5	8			Lancer
	Trallian	3	2	6			Skirmisher
	V Cavalry	5	3	8			Roman Cavalry
	V Hastati a-d	6	3	5	Javelin	1	Legion
	V Principes a	8	3	5	Javelin	1	Legion
	V Principes b-d	7	3	5	Javelin	1	Legion
	V Triarii a-c	7	2	4			Heavy Infantry
	V Velites a-c	5	4	6	Javelin	1	Light Infantry
	VII Cavalry	5	3	8			Roman Cavalry
	VII Hastati a-d	5	3	5	Javelin	1	Legion
	VII Principes a	7	3	5	Javelin	1	Legion
	VII Principes b-d	6	3	5	Javelin	1	Legion
	VII Triarii a-c	6	2	4			Heavy Infantry
	VII Velites a-c	4	4	6	Javelin	1	Light Infantry
	X Cavalry	5	3	8			Roman Cavalry
	X Hastati a-d	6	3	5	Javelin	1	Legion
	X Principes a	8	3	5	Javelin	1	Legion

Units (continued)

Army	Name	TQ	Size	MA	Missile	R	Type
Roman (continued)	X Principes b-d	7	3	5	Javelin	1	Legion
	X Triarii a-c	8	2	4			Heavy Infantry
	X Velites a-c	5	4	6	Javelin	1	Light Infantry
	XIV Cavalry	5	3	8			Roman Cavalry
	XIV Hastati a-d	5	3	5	Javelin	1	Legion
	XIV Principes a	7	3	5	Javelin	1	Legion
	XIV Principes b-d	6	3	6	Javelin	1	Legion
	XIV Triarii a-c	6	2	4			Heavy Infantry
	XIV Velites a-c	4	4	6	Javelin	1	Light Infantry
	XIX Cavalry	5	3	8			Roman Cavalry
	XIX Hastati a-d	5	3	5	Javelin	1	Legion
	XIX Principes a	7	3	5	Javelin	1	Legion
	XIX Principes b-d	6	3	5	Javelin	1	Legion
	XIX Triarii a-c	6	2	4			Heavy Infantry
	XIX Velites a-c	4	4	6	Javelin	1	Light Infantry
	XV Cavalry	5	3	8			Roman Cavalry
	XV Hastati a-d	5	3	5	Javelin	1	Legion
	XV Principes a	7	3	5	Javelin	1	Legion
	XV Principes b-d	6	3	6	Javelin	1	Legion
	XV Triarii a-c	6	2	4			Heavy Infantry
	XV Velites a-c	4	4	6	Javelin	1	Light Infantry

Units (continued)

Army	Name	TQ	Size	MA	Missile	R	Type
Seleucidian	Argyrapspides 1-14	6	7	4			Heavy Infantry
	Camel 1-2	3	4	6	Archer	3	Light Cavalry
	Cappadocian 1-4	4	7	5	Javelin	1	Light Infantry
	Cappadocian 1-4	5	5	4			Medium Infantry
	Carian 1-2	3	4	6	Archer	4	Skirmisher
	Crete 1-4	4	1	6	Archer	4	Skirmisher
	Cyrtian 1-3	3	4	6	Slinger	2	Skirmisher
	Dahae 1-2	7	6	8	Archer	3	Light Cavalry
	Elymaean 1-3	3	4	6	Archer	4	Skirmisher
	Galatian 1-5	5	5	8			Lancer
	Galatian 1-6	5	5	4			Medium Infantry
	Indian 1-17	6	5	7	Javelin	1	Elephant
	Pamphylian 1	3	4	6	Javelin	1	Skirmisher
	Pisidian 1	3	4	6	Javelin	1	Skirmisher
	Royal Squadron 1-2	8	5	8			Heavy Cavalry
	Seleucid 1-12	6	5	7			Heavy Cavalry
	Seleucid 1-13	6	10	4			Phalanx
	Seleucid 1-3	2	5	7	Archer	4	Chariot
	Syrian 1-2	6	5	8			Heavy Cavalry
	Tarentine 1-2	5	5	8			Light Cavalry
	Thyssian 1-3	3	4	6	Archer	4	Skirmisher
	Trallian 1-3	3	4	6	Javelin	1	Skirmisher

Leaders

Elite Commander: Hannibal and Scipio have the ability to usurp the standard initiative-based orders phase sequence. See [“Elite Initiative” on page 39](#).

The columns in the [Leaders](#) table are as follows:

Initiative: Denotes a leader's basic ability to control forces and make rapid decisions. Initiative determines the order of leader activation and the chances of that leader being able to use momentum. It also defines the number of orders that a leader can issue per orders phase. The higher the rating, the better the leader.

Command Range: Denotes a leader's overall presence on the battlefield as well as the effectiveness of his abilities; also lists the range in hexes over which that leader can exert his initiative.

Movement Allowance: The number of movement points a leader can expend in a phase. The movement allowance for all leaders is nine. They never suffer cohesion hits for any kind of movement.

Leaders

Race	Name	Initiative	Command Range	Movement Range
Carthaginian	Aspasnius	3	5	9
	Attenes	3	4	9
	Bostar	4	5	9
	Carthalo	3	4	9
	Dionysius	4	5	9
	Hamilcar	4	5	9
	Hamilcar Saunites	4	4	9
	Hannibal	7	7	9
	Hanno	4	5	9
	Hasdrubal	5	6	9
	Hasdrubal (Barca)	6	6	9
	Hasdrubal (Gisgo)	5	5	9
	Herman	8	8	9
	Himilco	3	5	9
	Mago	4	5	9

Leaders (continued)

Race	Name	Initiative	Command Range	Movement Range
Carthaginian (continued)	Marharbal	6	5	9
	Masinissa	6	5	9
	Matho	3	3	9
	Mytonnes	4	5	9
	Socrates	3	3	9
	Syphax	5	5	9
	Tychaeus	3	5	9
	Xanthippus	6	6	9
Macedonian	Athenagoras	5	4	9
	Eruditas	3	5	9
	Nicanor	5	4	9
	Phillip V	6	7	9
	Philocles	3	3	9
Roman	Aemilius	2	3	9
	Aneca	2	3	9
	Antonius	3	4	9
	Aurielli	2	3	9
	Bacitus	2	3	9
	C Nero	3	5	9
	Cassius	3	4	9
	Culchas	2	3	9
	Domitius	4	5	9
	Drusus	3	5	9
	Eumenes	2	5	9
	Falco	3	4	9
	Flamininus	6	6	9
	Gaius Flamininus	4	6	9
	L C Scipio	5	7	9

Leaders (continued)

Race	Name	Initiative	Command Range	Movement Range
Roman (continued)	L Licinus	3	5	9
	L Marcius	3	3	9
	L Porcius Licinus	4	5	9
	Laelius	4	4	9
	M Atilius	3	3	9
	M Salinator	3	5	9
	Magnus	3	3	9
	Marcellus	3	4	9
	Masinissa	6	5	9
	Metellio	2	3	9
	Ovidecus	2	3	9
	P Scipio	6	8	9
	Paullus	5	6	9
	Pevius	2	3	9
	Plautius	2	3	9
	Rebilus	2	3	9
	Regulus	5	5	9
	Servilius	3	3	9
	Silanus	4	4	9
	Spurius	2	3	9
	T Longus	3	5	9
	T Varro	4	4	9
	Terus	2	3	9
Seleucidian	Antiochus	6	7	9
	Antipator	3	5	9
	Minnio	4	5	9
	Philippus	3	8	9
	Seleucus	3	4	9
	Zeuxis	3	5	9

Combat Tables

The tables and figures needed to calculate shock combat results have been integrated into the *Great Battles of Hannibal* combat system. These numbers and all shock combat results are automatically calculated, but this section includes the instructions and charts for manual calculations to encourage you to become familiar with the data. Knowing how the charts work together to determine size ratio differences, shock superiority, and combat results help you use your units more effectively when engaging in shock combat.

Shock Superiority

In the [Shock Superiority](#) table, the following abbreviations are used:

- LG—Legion Infantry
- PH—Phalanx
- HI—Heavy Infantry
- MI—Medium Infantry
- LI—Light Infantry
- SK—Skirmisher
- RC—Roman Cavalry
- LN—Lancer
- EL—Elephant
- HC—Heavy Cavalry
- LC—Light Cavalry
- CH—Chariot

Using the following rules, determine which unit, if any, has superiority:

- Always read down the attacker column.
- Use available weapons system most advantageous to each player.
- AS (Attacker superior): Double the defender's cohesion hit result on the [Shock Combat Results](#) table.
- DS (Defender superior): Triple the attacker's cohesion hit result on the [Shock Combat Results](#) table.

- : No superiority; cohesion hits normal for both sides.
- Regardless of weapons/armor type, any unit that attacks an enemy through its rear or flank is automatically attacker superior.

Exceptions: Cavalry attacking elephant, and skirmishers being attacked through their flank.

Shock Superiority

Defender Class	Attacker Type										
	PH	LG	HI	MI	LI	HC	RC	LN	LC	EL	CH
PH	—	—	—	—	DS	DS	DS	DS	DS	DS	—
LG	—	—	—	—	DS	DS	DS	—	DS	—	—
HI	—	AS	—	—	—	DS	—	DS	DS	—	—
MI	AS	AS	—	—	—	—	DS	—	DS	—	—
LI	AS	AS	AS	—	—	—	—	—	DS	—	—
SK	AS	—	AS								
HC	—	—	—	—	—	—	DS	—	—	AS	AS
RC	—	—	—	—	—	—	—	—	—	AS	AS
LN	—	—	—	—	—	AS	—	—	—	AS	AS
LC	—	—	—	—	—	AS	AS	AS	—	AS	AS
EL	—	—	—	—	—	—	—	—	—	—	—
CH	—	—	—	—	—	—	—	—	—	AS	—

Initial Clash of Spears

The angle at which your units attack can make a significant difference in the amount of damage they inflict. Using the [Initial Clash of Spears](#) table and the rules that follow, match your attacking unit to the defending unit and its orientation (front, flank, or rear).

Initial Clash of Spears

Defender Class	Defender Orientation	Attacker Type											
		PH	LG	HI	MI	LI	HC	RC	LN	LC	EL	CH	
PH	Front	6	5	5	4	3	4	5	3	2	5	7	
	Flank	11	12	10	9	8	9	10	8	7	12	12	
	Rear	12	13	11	11	9	10	11	10	8	12	12	
LG	Front	7	7	6	7	5	7	7	4	4	7	7	
	Flank	12	9	11	9	9	9	6	8	7	13	11	
	Rear	13	11	12	11	11	10	10	10	9	13	13	
HI	Front	7	6	6	5	4	5	6	4	3	6	8	
	Flank	10	11	9	9	7	8	9	7	6	12	12	
	Rear	12	12	11	11	9	10	11	10	8	12	12	
MI	Front	8	8	7	6	5	6	7	5	4	8	9	
	Flank	10	11	9	9	8	7	8	6	5	12	12	
	Rear	11	12	11	11	10	9	10	8	6	12	12	
LI	Front	9	8	8	7	6	7	8	6	5	10	10	
	Flank	9	9	8	7	6	7	8	6	5	12	11	
	Rear	11	12	10	9	8	9	10	7	5	12	12	
SK	Front	12	11	11	10	9	10	11	9	8	12	12	
	Flank	12	12	11	10	9	10	11	9	8	12	12	
	Rear	12	12	11	10	9	10	11	10	8	12	12	
HC	Front	8	7	7	6	5	6	7	5	4	10	10	
	Flank	9	9	8	7	6	7	8	6	5	12	11	
	Rear	10	11	9	8	7	8	9	7	6	12	12	

NA = Cavalry cannot attack elephants frontally

Initial Clash of Spears (continued)

Defender Class	Defender Orientation	Attacker Type											
		PH	LG	HI	MI	LI	HC	RC	LN	LC	EL	CH	
RC	Front	9	7	8	7	6	7	7	6	5	11	11	
	Flank	10	9	9	8	7	8	8	7	6	13	12	
	Rear	11	11	10-	9	8	9	9	8	7	13	13	
LN	Front	10	9	9	8	7	8	9	7	6	10	12	
	Flank	10	10	9	8	7	8	9	7	6	12	12	
	Rear	11	11	10	9	8	9	10	8	7	12	12	
LC	Front	10	10	9	8	7	8	9	7	6	12	12	
	Flank	10	11	9	9	7	8	9	7	6	12	12	
	Rear	11	12	10	10	8	9	10	8	7	12	12	
EL	Front	3	3	2	2	0	NA	NA	NA	NA	6	7	
	Flank	8	8	7	6	5	6	7	5	4	6	10	
	Rear	11	11	10	10	8	9	10	9	7	6	12	
CH	Front	4	6	3	2	1	2	3	1	0	7	6	
	Flank	12	13	11	10	9	2	3	8	8	12	12	
	Rear	12	13	11	12	9	2	3	8	8	12	12	

NA = Cavalry cannot attack elephants frontally

Size Ratio Difference

Although size is the least important factor involved in shock combat, attacking a phalanx unit (size 10) with a skirmisher unit (size 1) would not be a wise maneuver, even from the flank or rear.

Use the [Size Ratio Difference](#) table and the rules that follow to match the attacker's size to the defender's size. The results are used on the [Shock Combat Results](#) table (CRT) on [page 90](#).

NOTE: When shock combat involves either elephants or chariots, size is not taken into consideration—there is no size ratio difference (SRD).

Size Ratio Difference

		Attacker's Size									
		1	2	3	4	5	6	7	8	9	10
Defender's Size	1	0	1R	2R	3R	4R	5R	6R	7R	8R	9R
	2	1L	0	0	1R	1R	2R	2R	3R	3R	4R
	3	2L	1L	0	0	0	1R	1R	1R	2R	2R
	4	3L	1L	1L	0	0	0	0	1R	1R	1R
	5	4L	2L	1L	1L	0	0	0	0	0	1R
	6	5L	2L	1L	1L	1L	0	0	0	0	0
	7	6L	3L	2L	1L	1L	1L	0	0	0	0
	8	7L	3L	2L	1L	1L	1L	1L	0	0	0
	9	8L	4L	2L	1L	1L	1L	1L	1L	0	0
	10	9L	4L	3L	2L	1L	1L	1L	1L	1L	0
	11	10L	5L	3L	2L	2L	1L	1L	1L	1L	1L
	12	11L	5L	3L	2L	2L	1L	1L	1L	1L	1L
	13	12L	6L	4L	3L	2L	2L	1L	1L	1L	1L
	14	13L	6L	4L	3L	2L	2L	1L	1L	1L	1L
	15	14L	7L	4L	3L	2L	2L	2L	1L	1L	1L
	16	15L	7L	5L	3L	3L	2L	2L	1L	1L	1L
	17	16L	8L	5L	4L	3L	2L	2L	2L	1L	1L
	18	17L	8L	5L	4L	3L	2L	2L	2L	1L	1L
	19	18L	9L	6L	4L	3L	3L	2L	2L	2L	1L
	20	19L	9L	6L	4L	3L	3L	2L	2L	2L	1L

#R = Shift shock CRT column the indicated number of columns to the *right* (in attacker's favor); #L = Shift shock CRT column the indicated number of columns to the *left* (in defender's favor)

Shock Combat Results

All of the tables' results end with the [Shock Combat Results](#) table. The [Initial Clash of Spears](#) table tells you which column to look on at the top. The [Size Ratio Difference](#) table and terrain adjustments may move the look-up column to the right or left.

The Die Roll column is a random number selected by the computer, which simulates a die roll.

Shock Combat Results

Die Roll	CRT Columns												
	0	1	2	3	4	5	6	7	8	9	10	11	12
0	6(1)	5(2)	4(2)	3(2)	3(2)	3(2)	3(2)	3(2)	3(2)	3(2)	3(2)	2(2)	2(2)
1	6(1)	4(2)	4(2)	3(2)	3(2)	3(2)	3(2)	3(2)	3(2)	2(2)	2(3)	2(3)	2(3)
2	5(1)	4(2)	4(2)	3(2)	3(2)	3(2)	2(2)	2(2)	2(2)	2(2)	2(3)	2(3)	2(3)
3	5(1)	4(2)	4(2)	3(2)	3(2)	2(2)	2(2)	2(2)	2(2)	2(2)	2(3)	2(3)	2(3)
4	5(2)	4(2)	3(2)	3(2)	3(2)	2(2)	2(2)	2(2)	2(3)	2(3)	2(3)	2(4)	1(3)
5	4(2)	4(2)	3(2)	3(2)	2(2)	2(2)	2(2)	2(3)	2(3)	2(3)	2(3)	2(4)	1(4)
6	4(2)	4(2)	3(2)	2(2)	2(2)	2(2)	2(2)	2(3)	2(3)	2(3)	2(4)	2(4)	1(4)
7	4(2)	4(2)	3(2)	2(2)	2(2)	2(2)	2(3)	2(3)	2(3)	2(3)	2(4)	1(4)	1(4)
8	4(2)	3(2)	2(2)	2(2)	2(2)	2(3)	2(3)	2(3)	2(3)	2(4)	2(4)	1(4)	1(4)
9	3(2)	3(2)	2(2)	2(2)	2(3)	2(4)	2(4)	2(4)	2(4)	2(4)	1(4)	1(4)	1(6)

- #(#) = Attacker cohesion hits (defender cohesion hits).
- If attacker superior (AS), double (2x) defender cohesion hits. If defender superior, triple (3x) attacker cohesion hits.
- If either defender or attacker is a skirmisher, halve the cohesion hits of the non-skirmisher unit (rounding down).
- Defending heavy cavalry (HC) has a 2L column adjustment.

Terrain Adjustments

Use the best position available to defender:

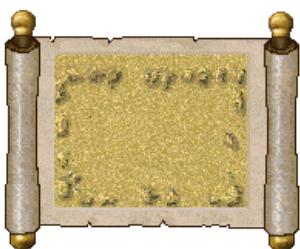
- 1L = all defenders in river, marsh, or woods
- 1L = any defender on a higher terrain level than attackers, or any attacker attacking across steep-banked streams
- 2L = all defenders on a higher terrain level than attackers, or all attackers attacking across steep-banked streams
- 1R = all defenders on a lower terrain than attacker (but none in river/marsh)

Battle Scenarios & Victory Conditions

The *Great Battles of Hannibal* depicts 11 different battles scenarios. Each battle has its own map, which displays the terrain of that battlefield.

For more information about the battles described in this section, refer to the online help.

Turn limits can be checked on or off, and army withdrawal levels can be changed in the Army Rout Level box (see [page 21](#)).



Bagradas Plains (255 BC)

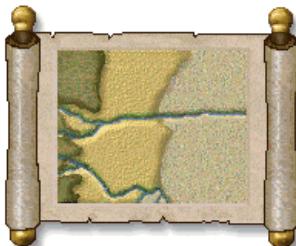
Near the close of the First Punic War, Consul Regulus is ready to deal the finishing blow. The Carthaginians, however, have hired a superb Spartan general, Xanthippus. The Roman legions enter into this battle with a severe deficit in cavalry.

Normal Victory Conditions

Roman Army Withdrawal Level: The Roman army withdraws when units totaling 120 rout points have been eliminated.

Carthaginian Army Withdrawal Level: The Carthaginian army withdraws when units totaling 100 rout points have been eliminated.

The Carthaginian army must beat the Roman army by the end of game turn 8; otherwise, they lose the battle.



Trebbia (218 BC)

In the first major conflict of the Second Punic War, the Carthaginians are helped to victory by the many icy streams of the Trebbia, which the Romans are forced to cross on a snowy day.

Normal Victory Conditions

Roman Army Withdrawal Level: The Roman army withdraws when units totaling 205 rout points have been eliminated.

Carthaginian Army Withdrawal Level: The Carthaginian army withdraws when units totaling 140 rout points have been eliminated.

The Roman army must beat the Carthaginian army by the end of game turn 8; otherwise, they lose the battle.



Lake Trasimene (217 BC)

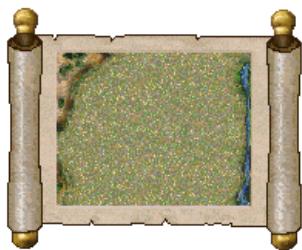
Hannibal launches a major surprise attack on Consul Flaminius. Hannibal's forces pin Flaminius between Lake Trasimene and mountainous terrain. With nowhere to run, Flaminius is killed along with 30,000 Roman soldiers.

Normal Victory Conditions

Roman Army Withdrawal Level: The Roman army withdraws when units totaling 150 rout points have been eliminated.

Carthaginian Army Withdrawal Level: The Carthaginian army withdraws when units totaling 50 rout points have been eliminated.

The Carthaginian army must beat the Roman army by the end of game turn 3; otherwise, they lose the battle.



Cannae (216 BC)

Amidst the blowing summer dust, a motley crew of Spanish javelinists, Numidian cavalry, Gallic lancers, and fearsome sword-swinging Celts face the largest army Rome has ever fielded—eight double legions made up of almost 80,000 men.

Battle Variant: Cannae's standard deployment is with eight Roman legions. The variation is to have only four Roman legions. The Roman army withdrawal level is adjusted to 185 rout points.

Normal Victory Conditions

Roman Army Withdrawal Level: The Roman army withdraws when units totaling 240 rout points have been eliminated.

Carthaginian Army Withdrawal Level: The Carthaginian army withdraws when units totaling 175 rout points have been eliminated.

The Roman army must beat the Carthaginian army by the end of game turn 10; otherwise, they lose the battle.



Baecula (208 BC)

Having assumed the proconsulship of Hispania in 210 BC, Scipio concentrates his power on expelling the Carthaginians from this region, which has been their greatest base of support and the jewel of their empire.

Battle Variant: In the standard battle, the Carthaginian armies are ready for battle outside their fortress. In the variation, the Carthaginian army is still inside the fortress and must be deployed. The Roman army withdrawal level is adjusted to 215 rout points.

Normal Victory Conditions

Roman Army Withdrawal Level: The Roman army withdraws when units totaling 185 rout points have been eliminated.

Carthaginian Army Withdrawal Level: The Carthaginian army withdraws when units totaling 100 rout points have been eliminated.

The Roman army must beat the Carthaginian army by the end of game turn 15; otherwise, they lose the battle.



Metaurus (207 BC)

In a desperate push to keep Hasdrubal's army from reaching Hannibal's main force in Italy, Nero takes his elite force on a grueling six-day forced march to help trap the Carthaginians by the Metaurus River.

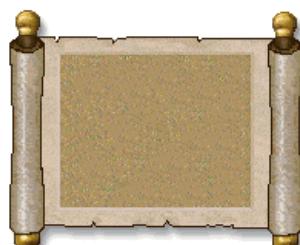
Normal Victory Conditions

The Roman Army must beat the Carthaginians by the tenth turn; otherwise, they lose.

Roman Army Withdrawal Level: The Roman army withdraws when units totaling 280 rout points have been eliminated.

Carthaginian Army Withdrawal Level: The Carthaginian army withdraws when units totaling 145 rout points have been eliminated.

The Roman army must beat the Carthaginian army by the end of game turn 15; otherwise, they lose the battle.



Ilipa (206 BC)

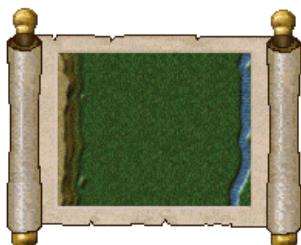
As the Carthaginians make a stand to hold on to what is left of Hispania, Scipio recruits the support of Culchas, a local prince. Using this new ally to his best advantage, Scipio puts forward a very unorthodox attack.

Normal Victory Conditions

Roman Army Withdrawal Level: The Roman army withdraws when units totaling 285 rout points have been eliminated.

Carthaginian Army Withdrawal Level: The Carthaginian army withdraws when units totaling 230 rout points have been eliminated.

The Roman army must beat the Carthaginian army by the end of game turn 12; otherwise, they lose the battle.



Great Plains (203 BC)

With the war turning heavily in favor of Rome, both sides now compete for the loyalty of the skilled Numidian cavalry under Syphax as well as for victory in battle upon the plains.

Normal Victory Conditions

Roman Army Withdrawal Level: The Roman army withdraws when units totaling 110 rout points have been eliminated.

Carthaginian Army Withdrawal Level: The Carthaginian army withdraws when units totaling 90 rout points have been eliminated.

The Roman army must beat the Carthaginian army by the end of game turn 6; otherwise, they lose the battle.



Zama (202 BC)

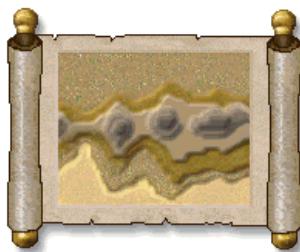
In one of the most important battles in ancient history, two crack Roman consular armies under Rome's first military genius, P. Cornelius Scipio, face Hannibal's undefeated Carthaginians.

Normal Victory Conditions

Roman Army Withdrawal Level: The Roman army withdraws when units totaling 230 rout points have been eliminated.

Carthaginian Army Withdrawal Level: The Carthaginian army withdraws when units totaling 160 rout points have been eliminated.

The Roman army must beat the Carthaginian army by the end of game turn 8; otherwise, they lose the battle.



Cynoscephalae (197 BC)

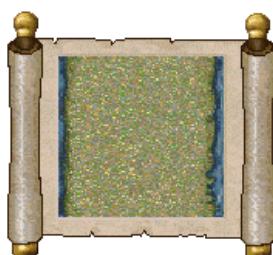
Considered the classic “legion vs. phalanx” battle, the armies of Consul Flamininus and Phillip V of Macedon stumble into each other on a rocky ridge at Cynoscephalae.

Normal Victory Conditions

Roman Army Withdrawal Level: The Roman army withdraws when units totaling 135 rout points have been eliminated.

Macedonian Army Withdrawal Level: The Macedonian army withdraws when units totaling 115 rout points have been eliminated.

The Roman army must beat the Carthaginian army by the end of game turn 10; otherwise, they lose the battle.



Magnesia (190 BC)

Antiochus the Great was pursued by the Roman army headed by L.C. Scipio and accompanied by his brother Scipio Africanus. The Romans caught up with Antiochus at Magnesia in Asia Minor, and this battle ensued.

Battle Variant: In the standard battle, Hannibal is present, but Scipio is not. In the variation, the two great leaders face each other again across the battlefield.

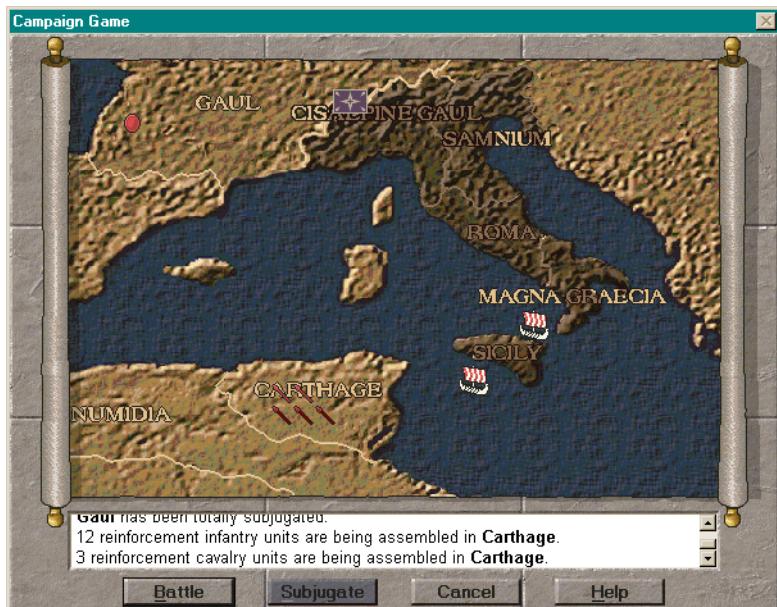
Normal Victory Conditions

Roman Army Withdrawal Level: The Roman army withdraws when units totaling 150 rout points have been eliminated.

Seleucidian Army Withdrawal Level: The Seleucidian army withdraws when units totaling 120 rout points have been eliminated.

The Roman army must beat the Carthaginian army by the end of game turn 10; otherwise, they lose the battle.

Campaign Game



There are two ways to win the campaign: by changing history and defeating the Romans, or by totally subjugating the Italian provinces (excluding Roma). Your level of achievement is reflected at the conclusion of the campaign by the title bestowed upon you.

To win by defeating the Romans, you need to lose at Mettaurus and then win at Zama.

To win by conquering the Italian provinces, you need to completely conquer or subjugate the following provinces:

- Cisalpine Gaul
- Samnium
- Magna Graecia
- Sicily

 (1 unit)  (5 units)  (10 units)  (50 units)

The number of garrison troops you have received are shown, along with the breakdown of infantry units (lighter red icons on top) and cavalry units (darker red icons on bottom). You can break down the unit denominations into smaller units by double-clicking on the icons.

You return to the campaign map after you have won all the battles in a province, and with each campaign round, you receive extra garrison troops from Carthage. Garrison troops are used to maintain or increase your control over the provinces; they are not added to the main army (*Flag* icon), which fights the individual battle scenarios.

To scroll the campaign map, drag the map by holding down the left mouse button and moving it to the left or right.

Moving Garrison Troops: To move your troops to a new province, select the *Troop* icon, drag it to the area you want it to be placed, and drop it into the new area. Placing troops in subjugated provinces maintains your superiority and helps to keep the provincial peace. Troops cannot be placed in unconquered provinces—you must take your army and conquer a province first.

The number of troops received each turn from Carthage is dependent upon how well you are keeping all conquered provinces under control. Carthage itself does not need to have any troops stationed there to maintain the highest level of control.

The following map shadings reflect the status of your power in the provinces:

-  Undiscovered country
-  Unconquered land, or a province in total revolt
-  Partially conquered land, or a province beginning to revolt
-  Completely subjugated, or conquered province

Each time you successfully return to the campaign map, another round begins, and there is a chance for the previously conquered provinces to have a change of control (indicated with a color change). This is determined randomly, but it is influenced by any garrison troops you have stationed in that province. The more troops you have, the less likely a province is to revolt and the more likely it is to gain a higher level of control.

Moving Hannibal's Army: The *Flag* icon on the campaign map shows where you, as Hannibal, are stationed with your main army. When you return to the campaign map after winning a battle and securing a province, you can move your flag into newly opened provinces. Scroll the Campaign map to view the entire area.

When you move into a new province, it is highlighted in red. You can also return your flag to a previously conquered province to bring it under further submission. Move your army by dragging and dropping the flag in a new area. Your army can only move to an adjacent province from the starting position at the beginning of a campaign round.

Subjugating a Province: You can quell uprisings by taking your army into the revolting province and selecting the *Subjugate* button. You use up a campaign round when you select the *Subjugate* button, so be careful how many times you choose this option—you only have ten campaign rounds to complete the campaign.

Move your army by selecting, dragging, and dropping the flag into a new area. Using the *Subjugate* button guarantees that your control over a province is raised one level. You can use this option only once in a province which you have previously conquered, and you must take Hannibal's main army into the province to use the *Subjugate* option.

The *Ship* icon indicates provinces with navies. These fleets are destroyed when you win individual battles bringing the province under your control. Because Gaul and Sicily have no major battles to fight, placing your flag in the provinces and selecting the *Subjugate* button is enough to defeat the enemy navies and bring the provinces partially under your control.

How you score depends upon how well you kept the provinces under subjugation, how quickly you fought the battles, and how well your armies fared under your leadership. Your individual rating confirms your position as one of the greatest leaders in history or gives you incentive to start another campaign and improve your standing.

Battles in the Campaign

The campaign begins with Hannibal's army in Gaul. Subjugating Gaul defeats its navy and partially subjugates the province. To begin battling in earnest, enter Cisalpine Gaul by dragging Hannibal's flag icon over the province and releasing when the red outline appears. Select the *Battle* button to enter the battle of Trebbia.

There are two ways to enter into a battle during the campaign. When Hannibal's army enters a province in which he has a battle to fight enter the battle by clicking *Battle*. Cisalpine Gaul contains the battles of Trebbia and Lake Trasimene; Magna Graecia contains the battle of Cannae.

The battles in which Hannibal played no part—such as Baecula, Metaurus, Ilipa, and Great Plains—are triggered by events and time. Zama is also triggered by time, Hannibal being recalled from his campaigning in Italy to defend his home country.

Baecula, Metaurus, and Ilipa do not occur until after Hannibal has won Cannae. The Great Plains and Zama only occur after the Carthaginians are defeated at the battle of Metaurus (although not immediately).

The result of the battle of Metaurus dictates which campaign victory conditions are necessary to win. A defeat necessitates a win at Zama; a win necessitates total subjugation of Cisalpine Gaul, Samnium, Magna Graecia, and Sicily.

Credits

Interactive Magic, Inc.

<i>Executive Producers</i>	Ray Rutledge, Joe Rutledge
<i>Project Manager</i>	Steve Wartofsky
<i>Game Design Consultant</i>	S. Craig Taylor, Jr.
<i>Multimedia Support</i>	Robert Stevenson, Chris Roby
<i>Quality Manager</i>	David Green
<i>Playtest Coordinator</i>	David Green
<i>Internal Playtesters</i>	Brian Davis, Joe Allen, Mike Pearson, Marc Racine, James Cowgill, Jason Sircy, Adam Turner, Mike Metrosky, Carlin Gartrell, Ismini Boinodiris, Ted Wagoner, Chris Gardner, Anthony Lazaro, Greg Young, JP Berard
<i>External Playtesters</i>	Jim Pedicord, Phil Natta, Peter Pelka, Adam Digleria, David Holst, Chris Bernitz, Nick Caldwell, Chris Edwards, Gary Rost, Brett Berger, Darrell Dik, James Nicoll, Ken Watson, Alex Pavloff, Brant McClure, Lu Pham, Zachary Root, Mark Perry, Brian Holland, Louis Portillo
<i>Manual Compilation</i>	Sara Ley
<i>Manual Editing & Layout</i>	Sarah O'Keefe and Alan Pringle of Scriptorium Publishing Services, Inc.
<i>Product Marketing Manager</i>	Angela Lipscomb

Package Design Cassell Design Group

Introduction Narration Scott Addison Clay

Cover Illustration Robert Rodriguez

Erudite Software, Inc.

Game Design Mark Herman, Gene Billingsley

Executive Producer Dan Masterson

Producer Bruce Nielson

Associate Producer Ken Meads

Lead Programmer Ken Meads, Joel Barber

Supporting Programmers Ian Lewis, Sean Rohead, Chad Peterson

Lead Artist Daniel Johnson

Supporting Artists Mike Murrill, Andrew Nielson, Marika Stacey

Technical Writers Kristen Hawkins, Marc Modersitzki

Music Mike Meads

Sounds Daniel Johnson

Original Board Game Design Mark Herman, Richard H. Berg

Campaign Game Design Mark Herman

Scenario/Map Design Gene Billingsley

Interface Design Dan Masterson, Ken Meads

Network Design Ian Lewis, Ken Meads, Joel Barber

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